

FIG.2

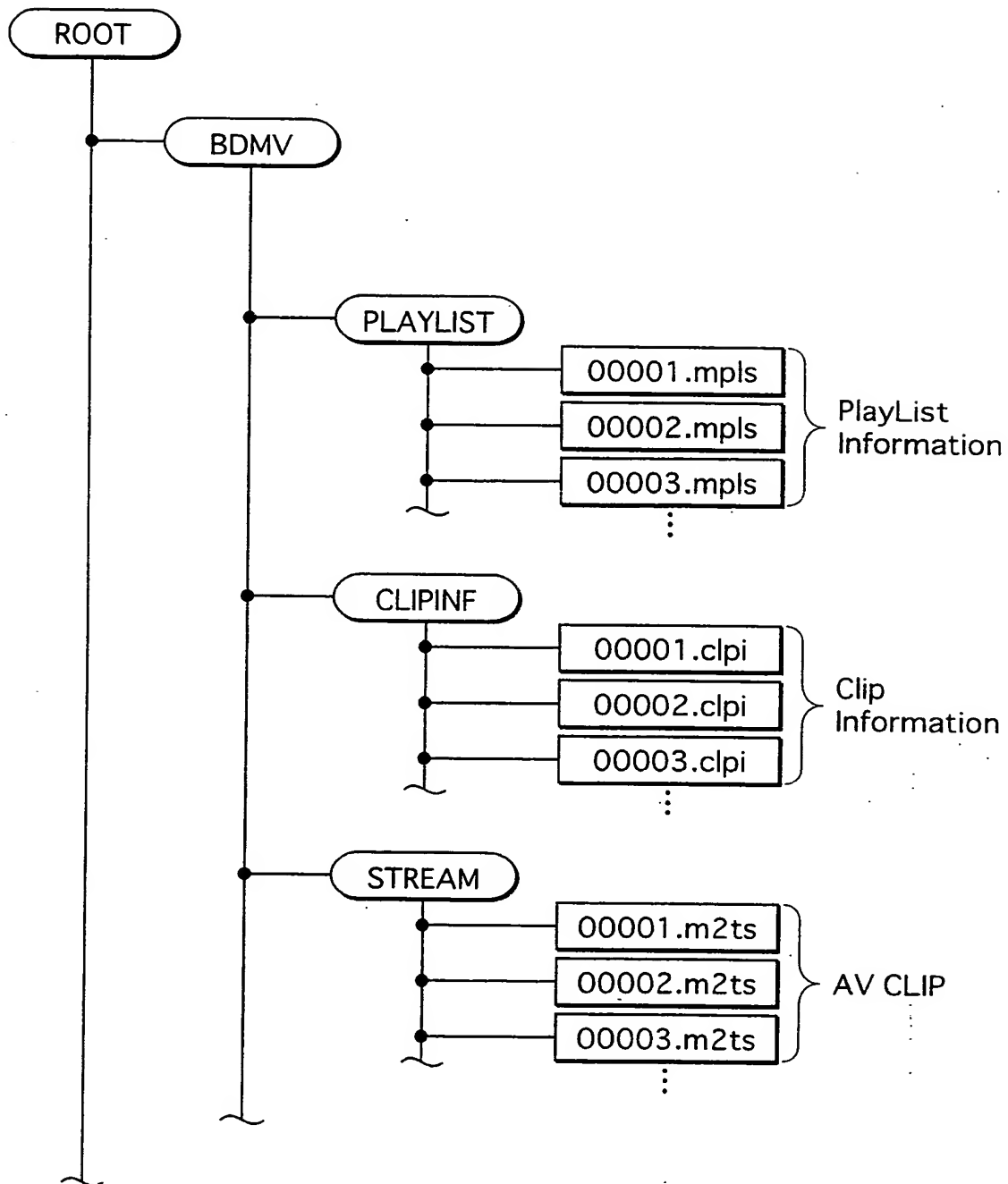
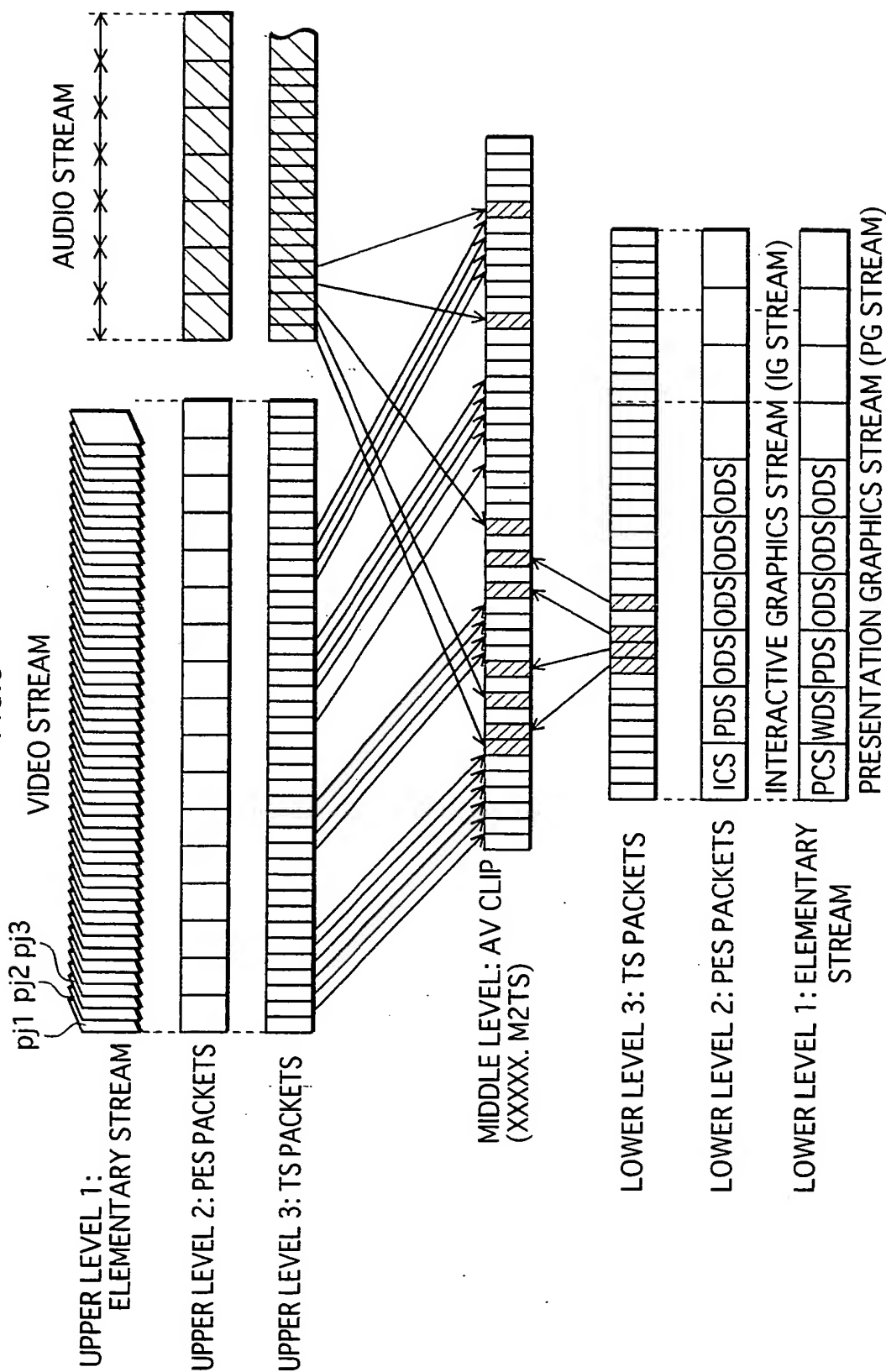


FIG. 3



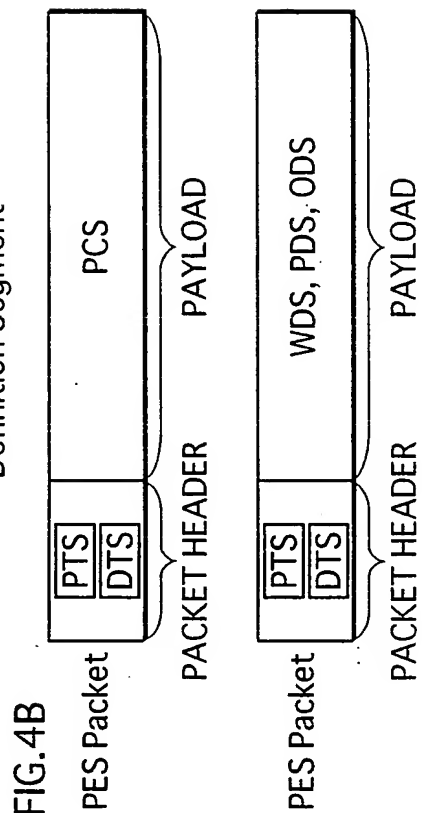
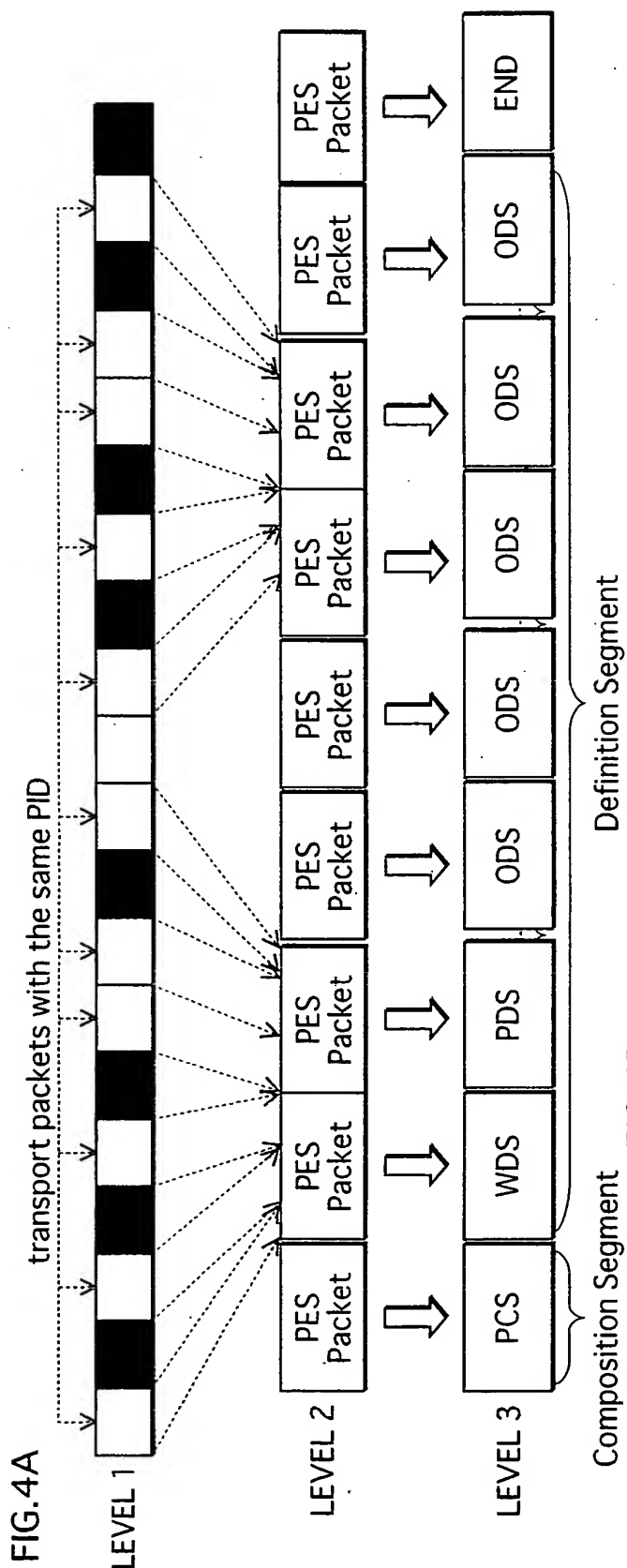


FIG. 5

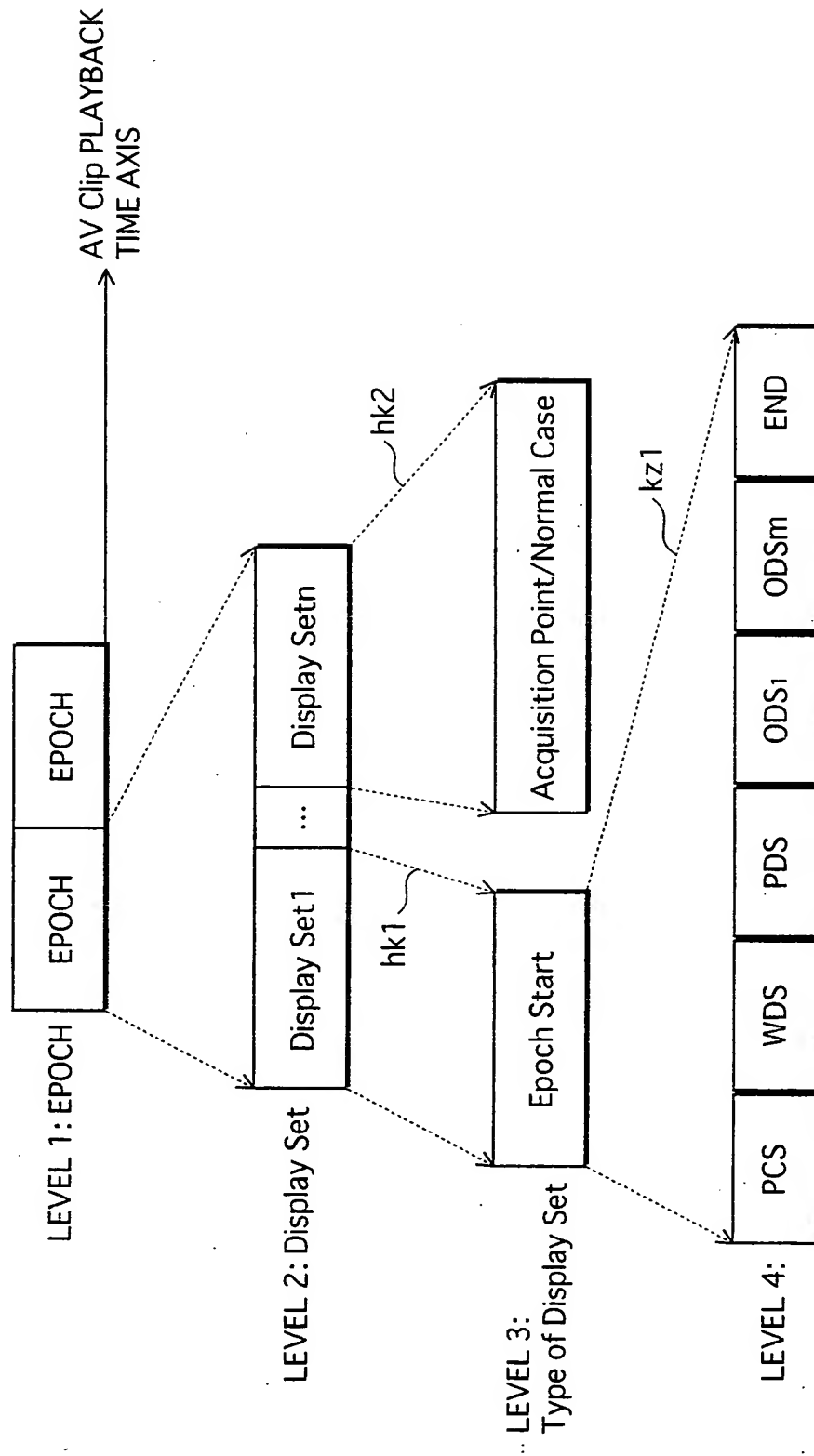


FIG. 6

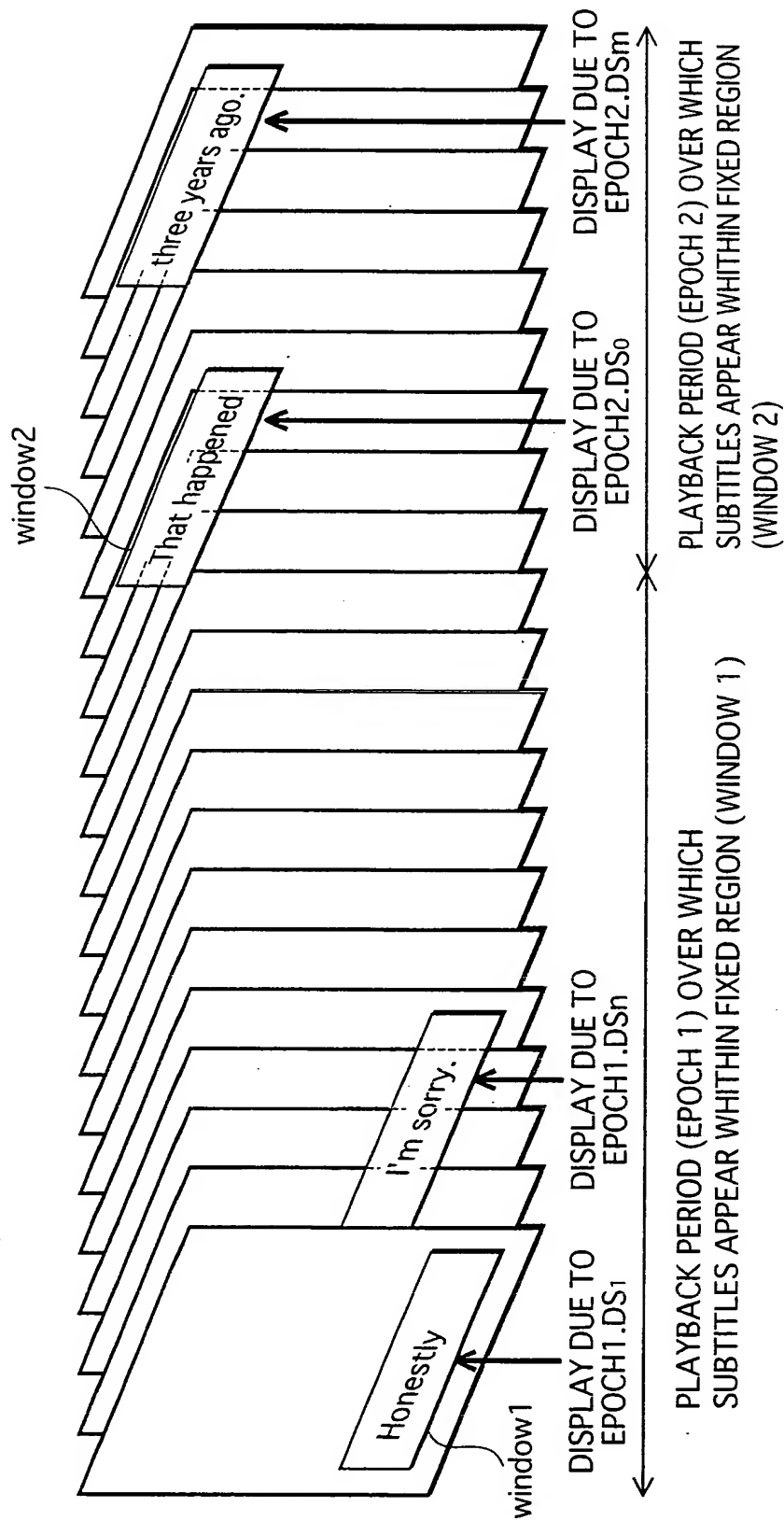


FIG.7A

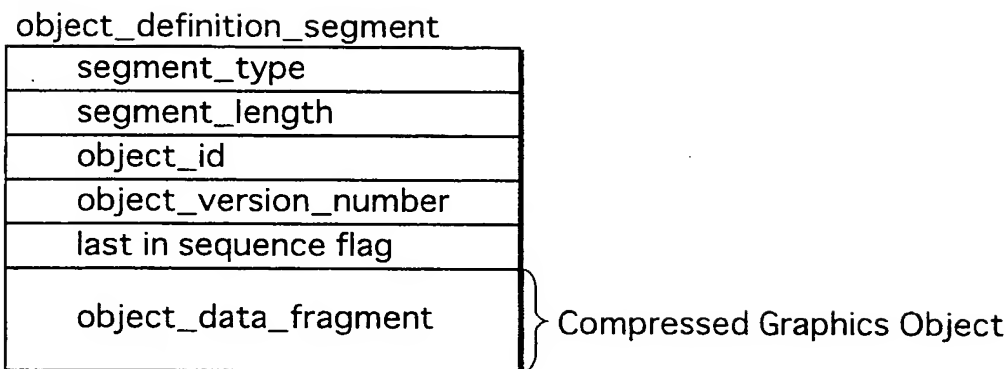


FIG.7B

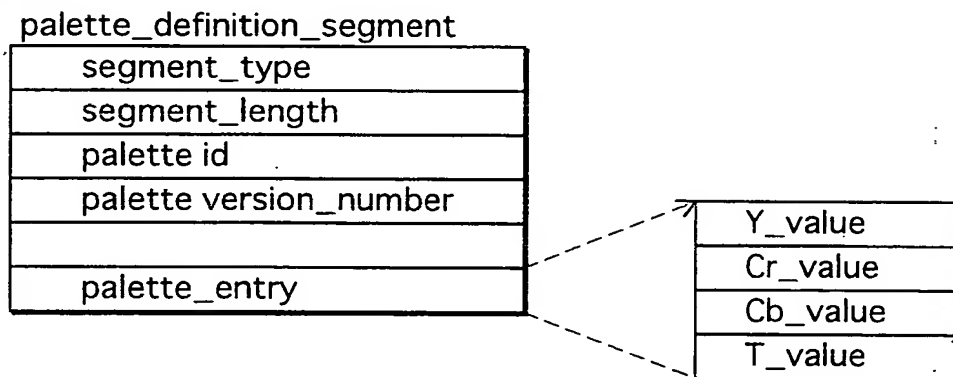


FIG.8A

window\_definition\_segment

window_id
window_horizontal_position
window_vertical_position
window_width
window_height

FIG.8B

presentation\_composition\_segment

segment_type
segment_length
composition_number
composition_state
palette_update_flag
palette_id
composition_object(1)
composition_object(2)
:
composition_object(i)
:
composition_object(m)

wd1

object_id
window_id
object_cropped_flag
object_horizontal_position
object_vertical_position
cropping_rectangle information (1)
cropping_rectangle information (2)
:
cropping_rectangle information (i)
:
cropping_rectangle information (n)

wd2

object_cropping_horizontal_position
object_cropping_vertical_position
object_cropping_width
object_cropping_height



FIG. 9

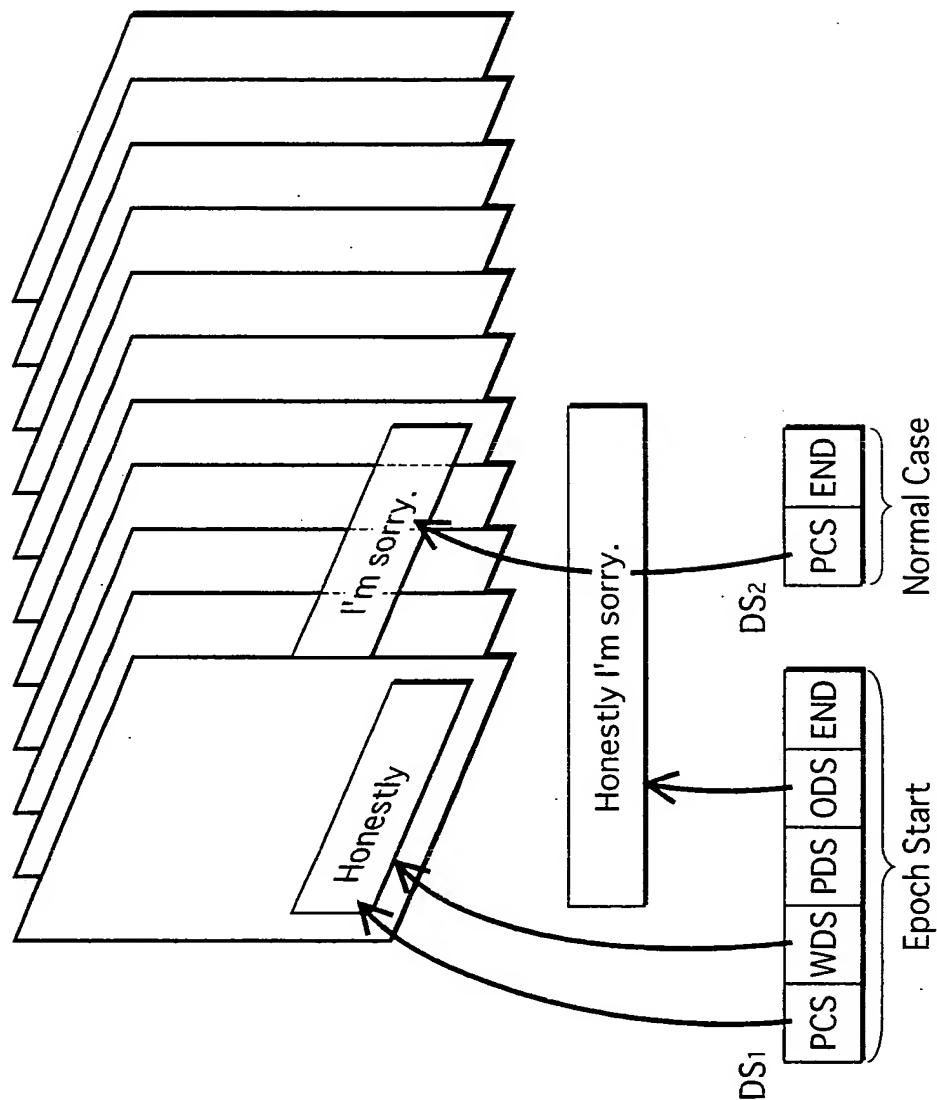


FIG.10

EXAMPLE OF  
PCS AND WDS  
IN DS<sub>1</sub>

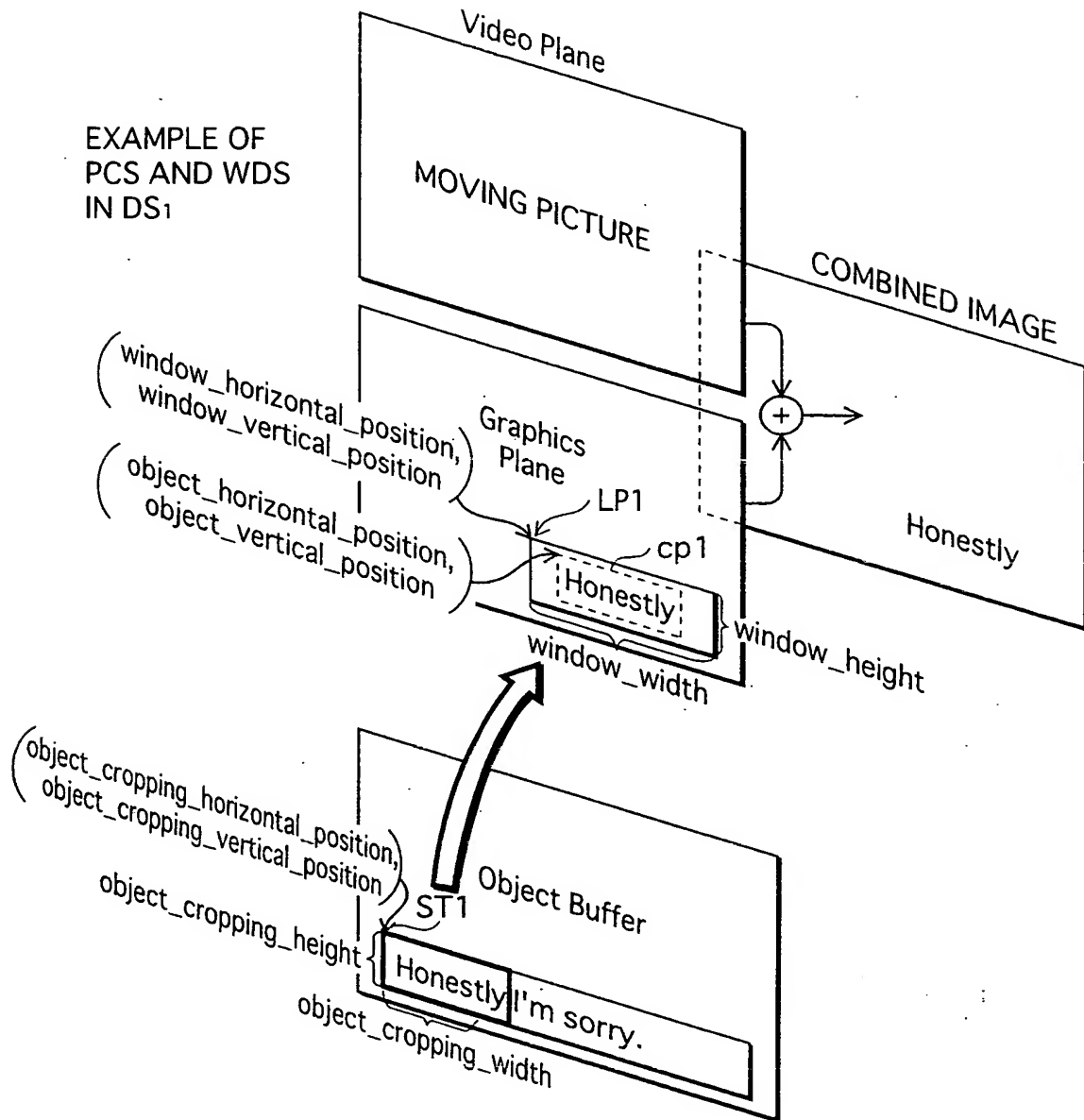
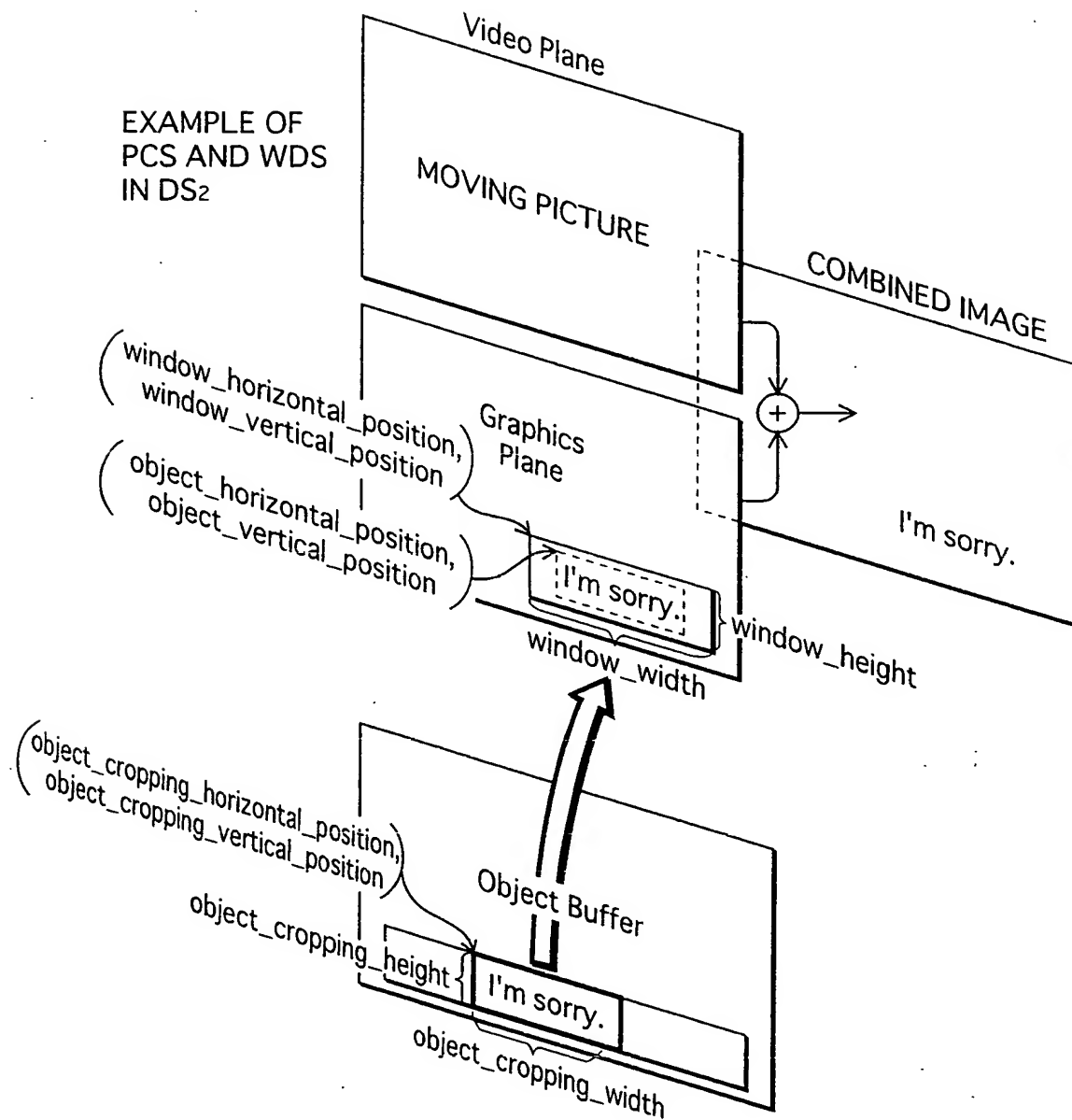
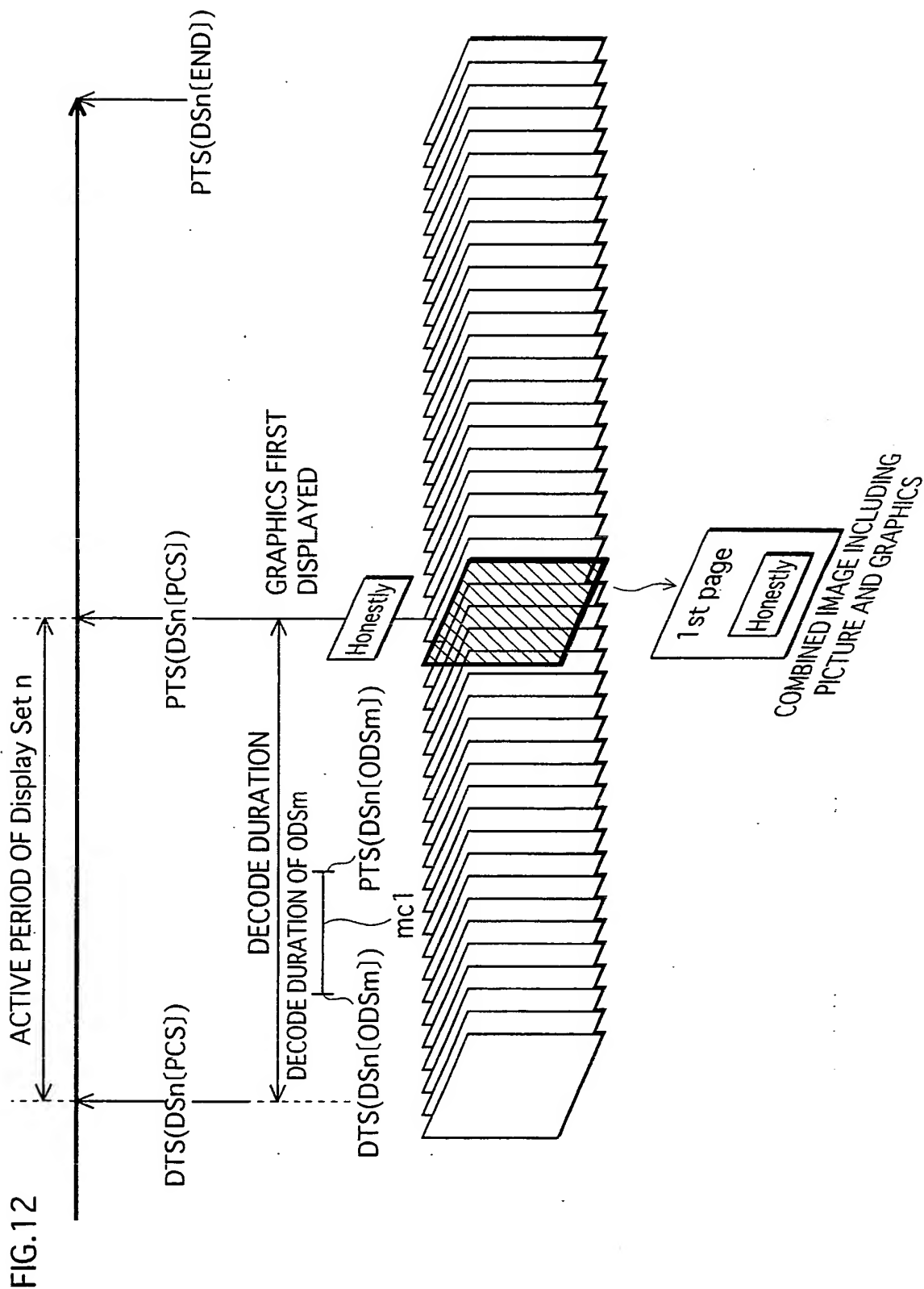


FIG.11





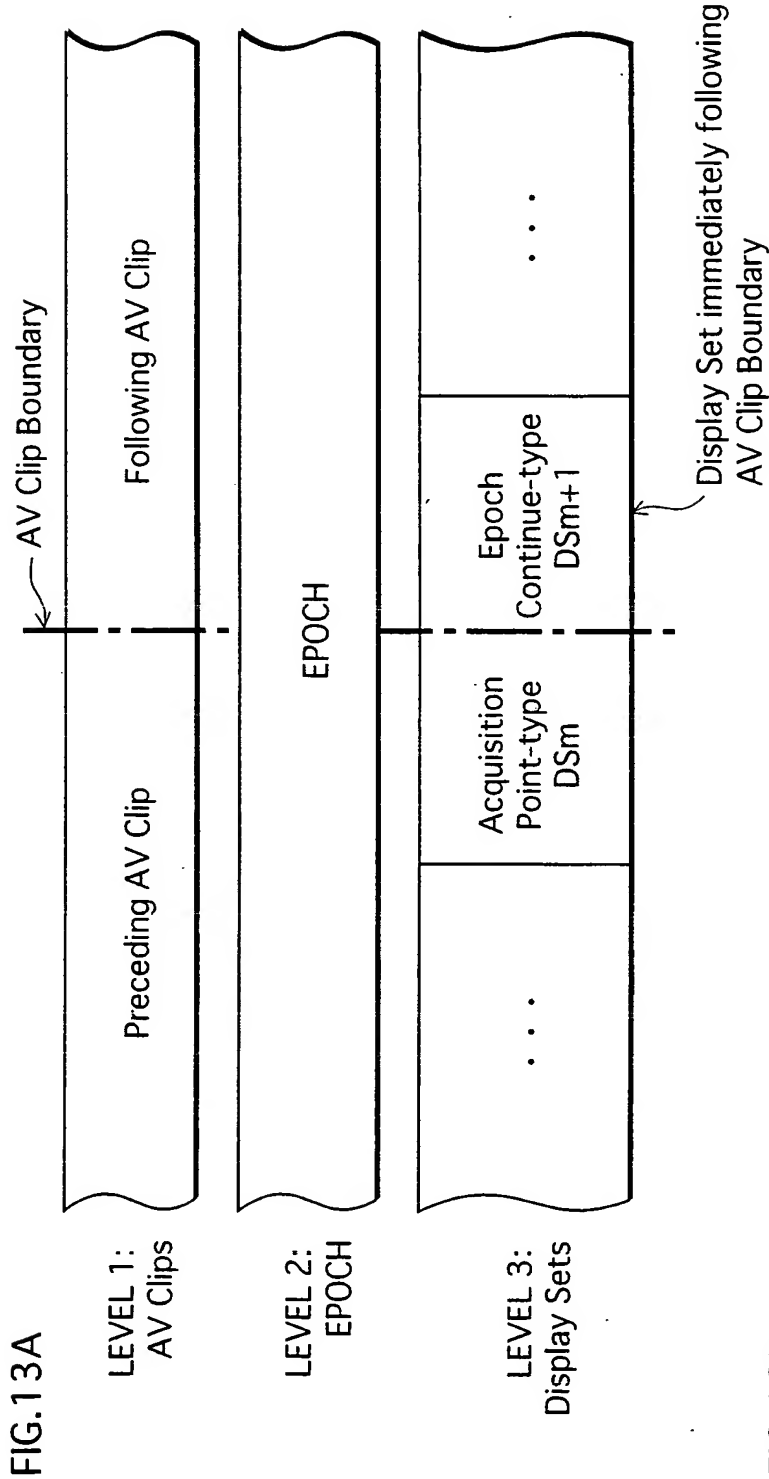


FIG.13B      Management of Epoch Continue

	Acquisition Point	Epoch Start
Skip playback starting with Following AV Clip		⊙
Seamless playback from Preceding AV Clip	⊙	

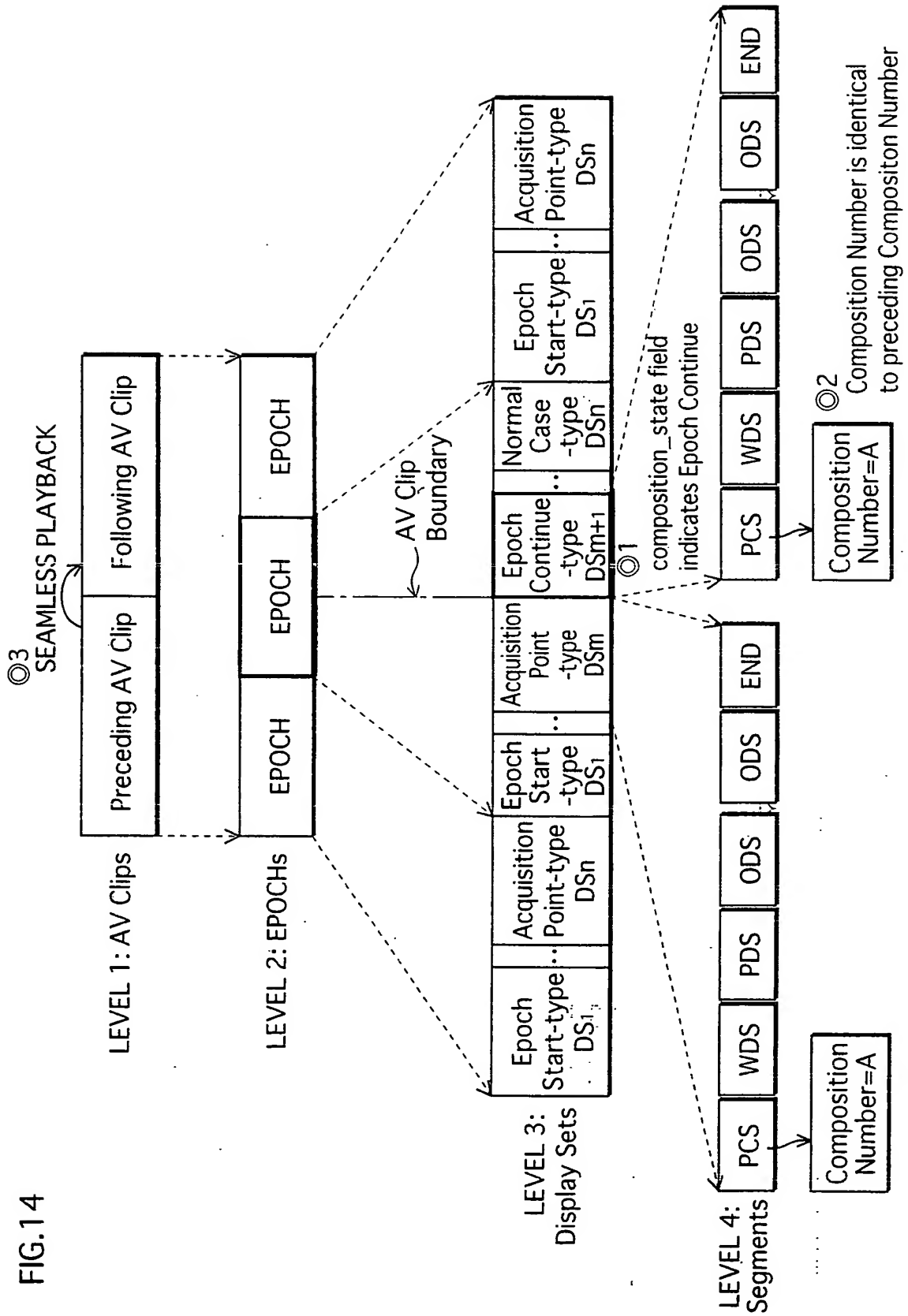


FIG.15

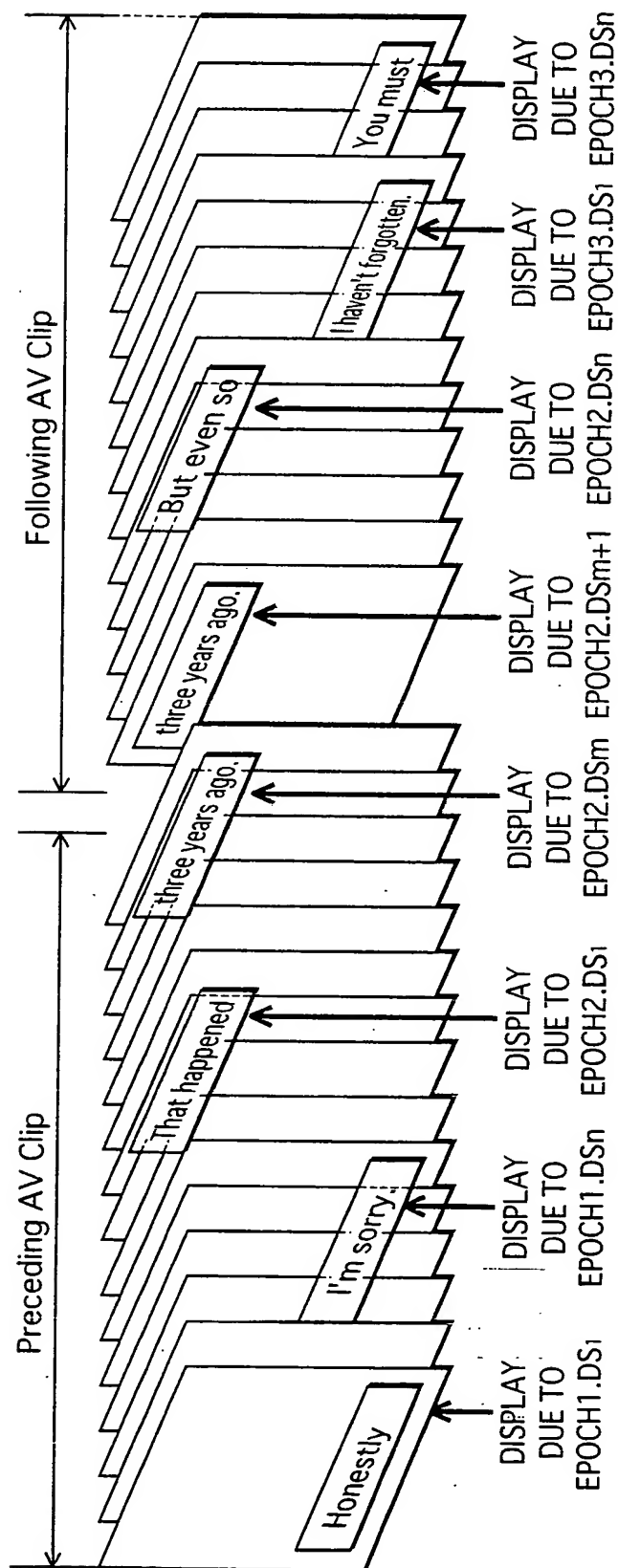
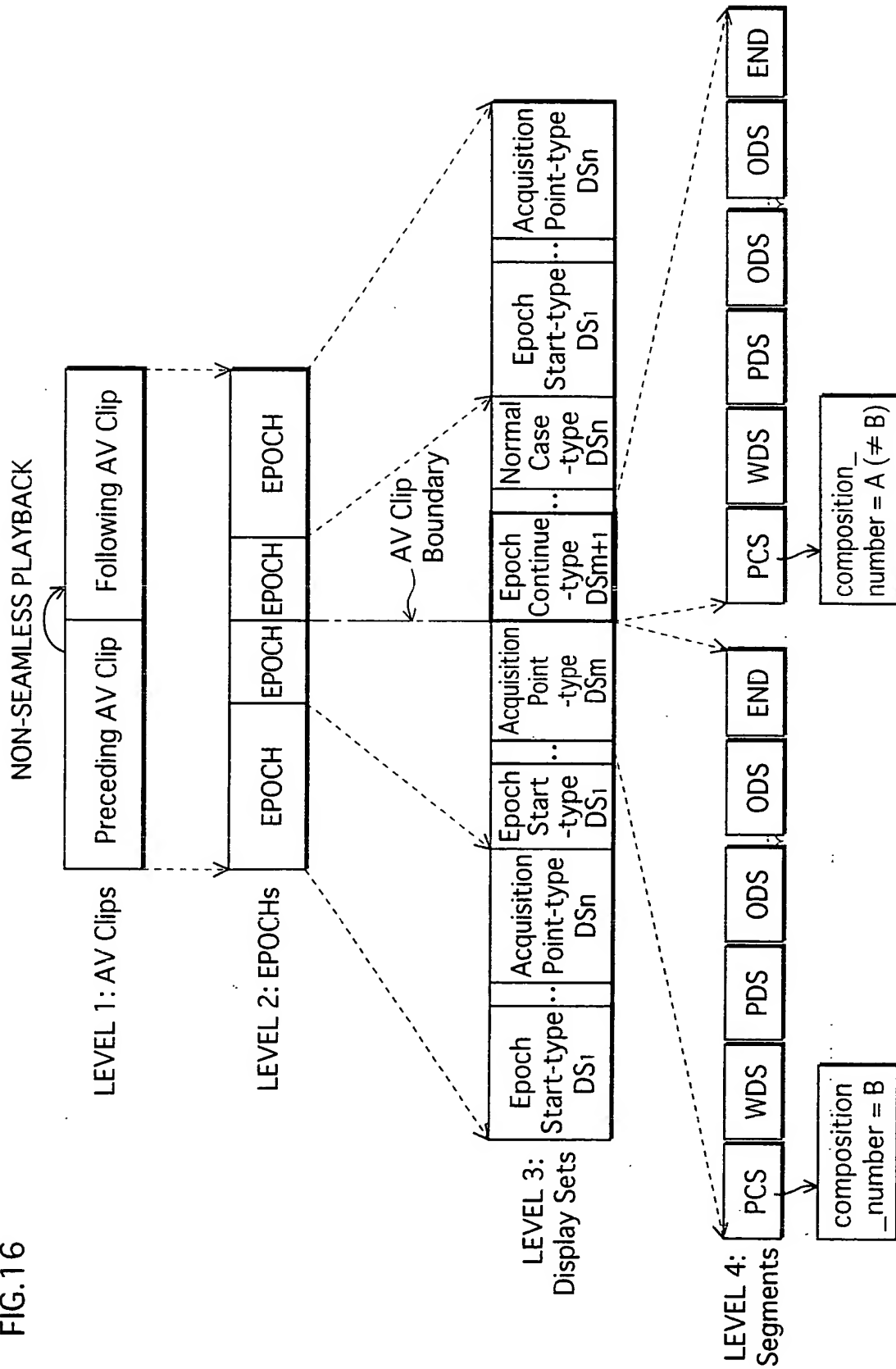
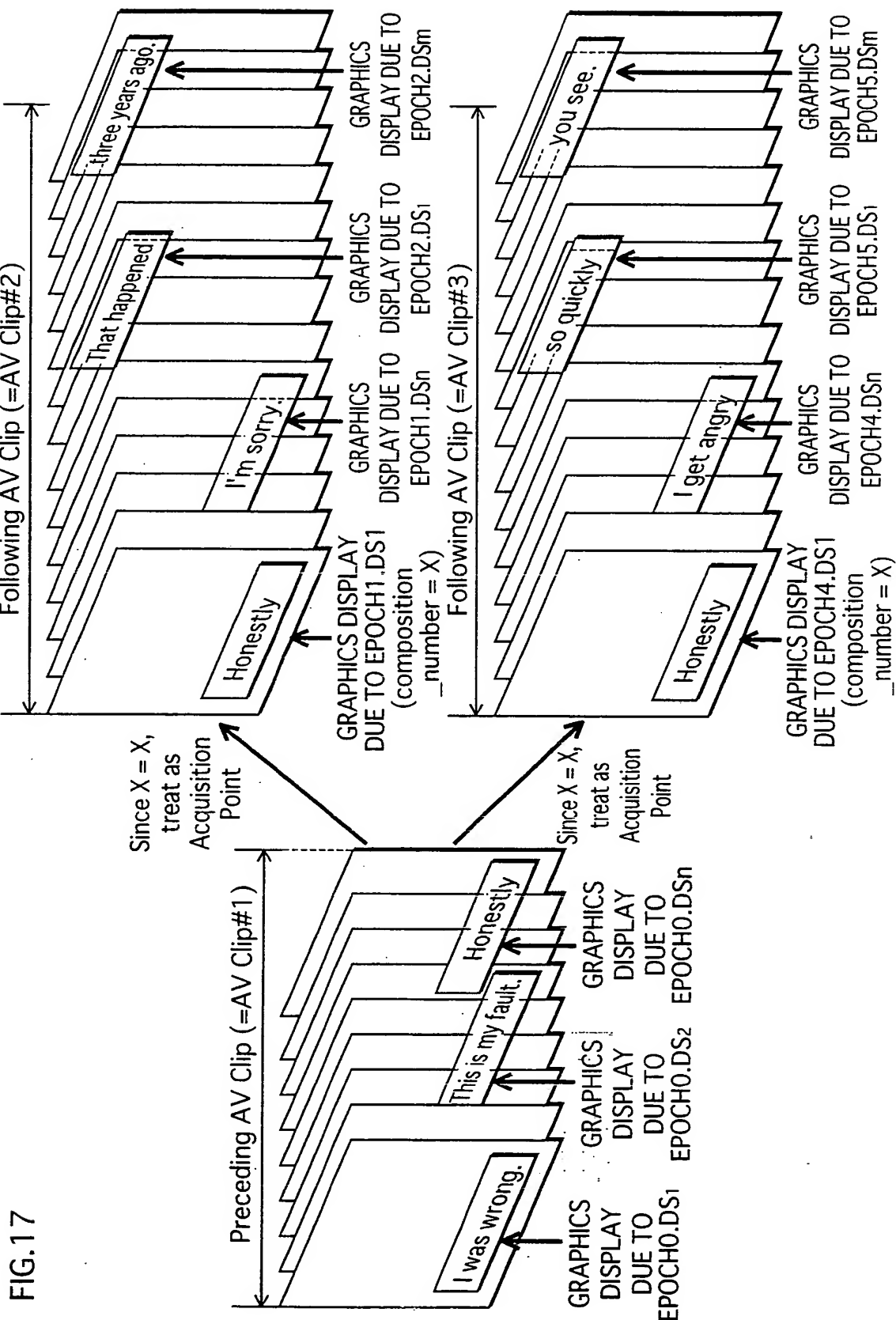


FIG. 16







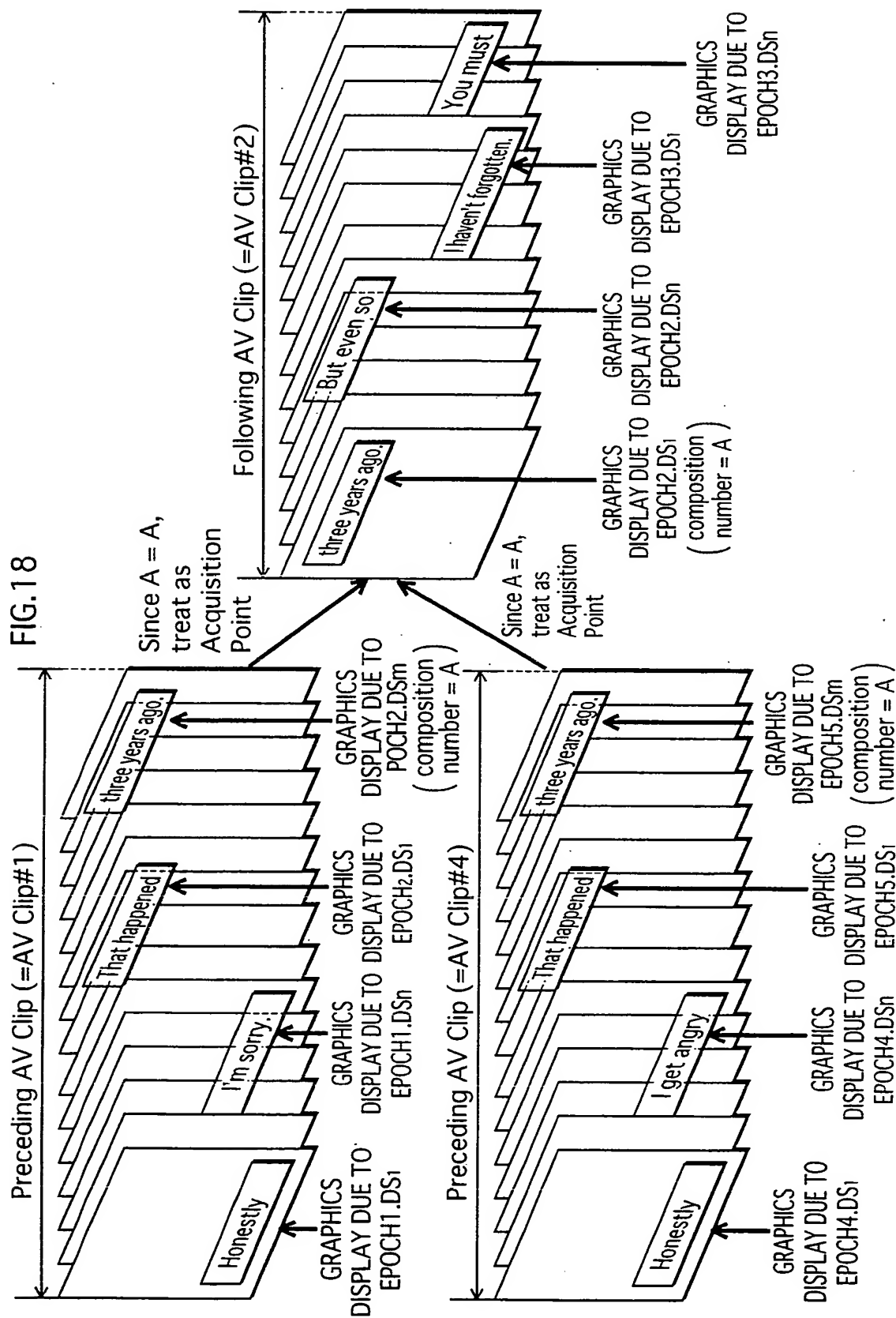


FIG.19

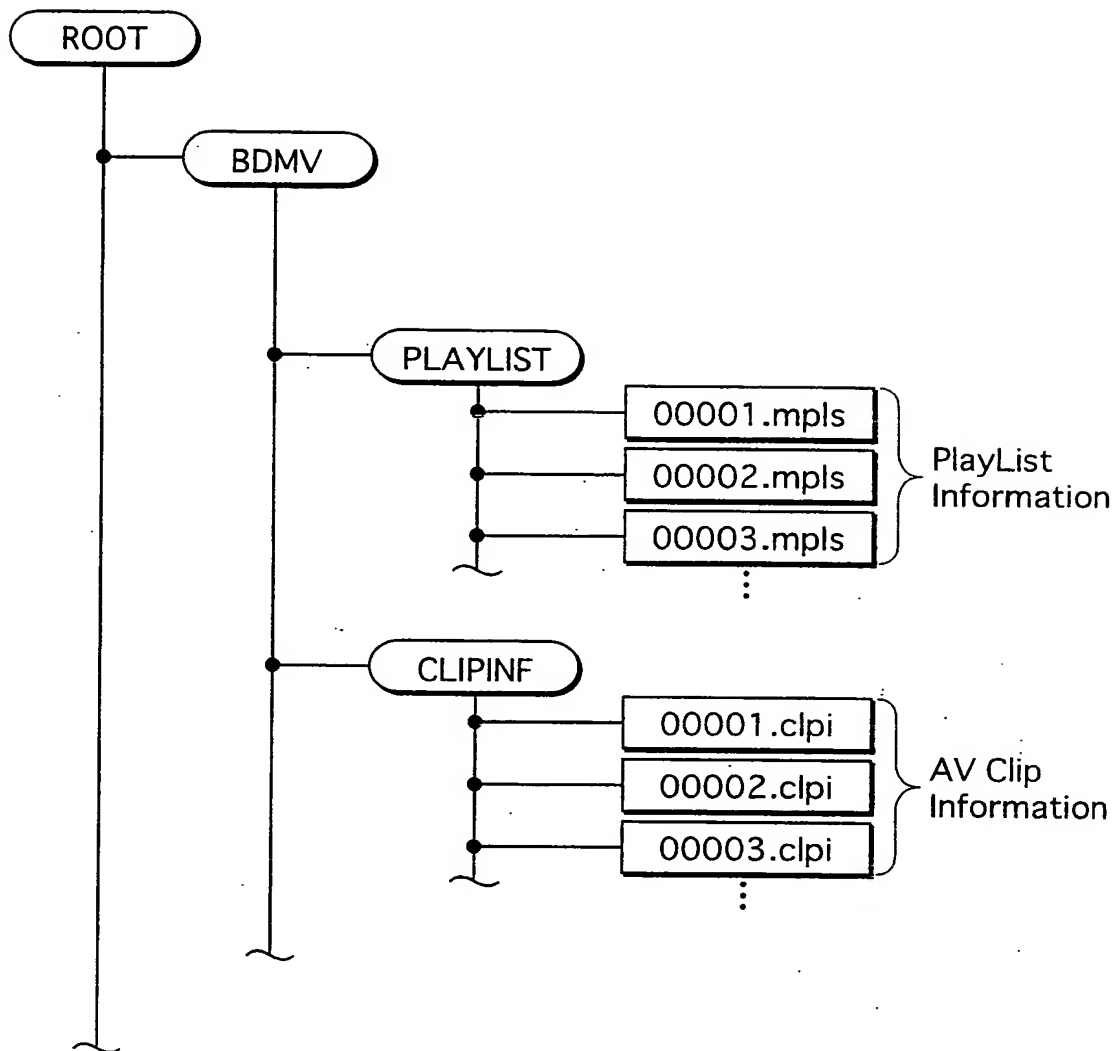


FIG.20

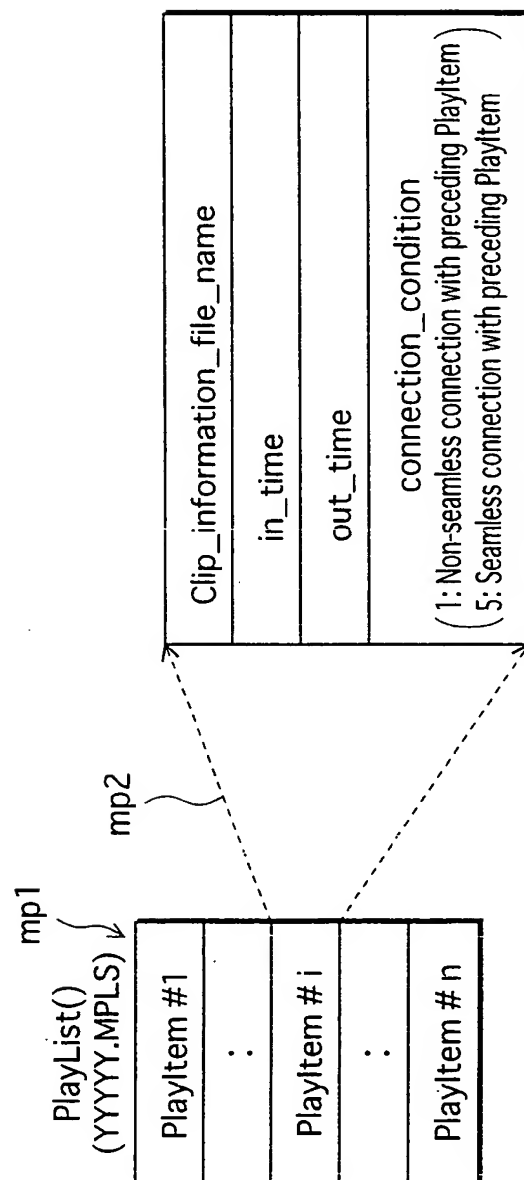


FIG. 21

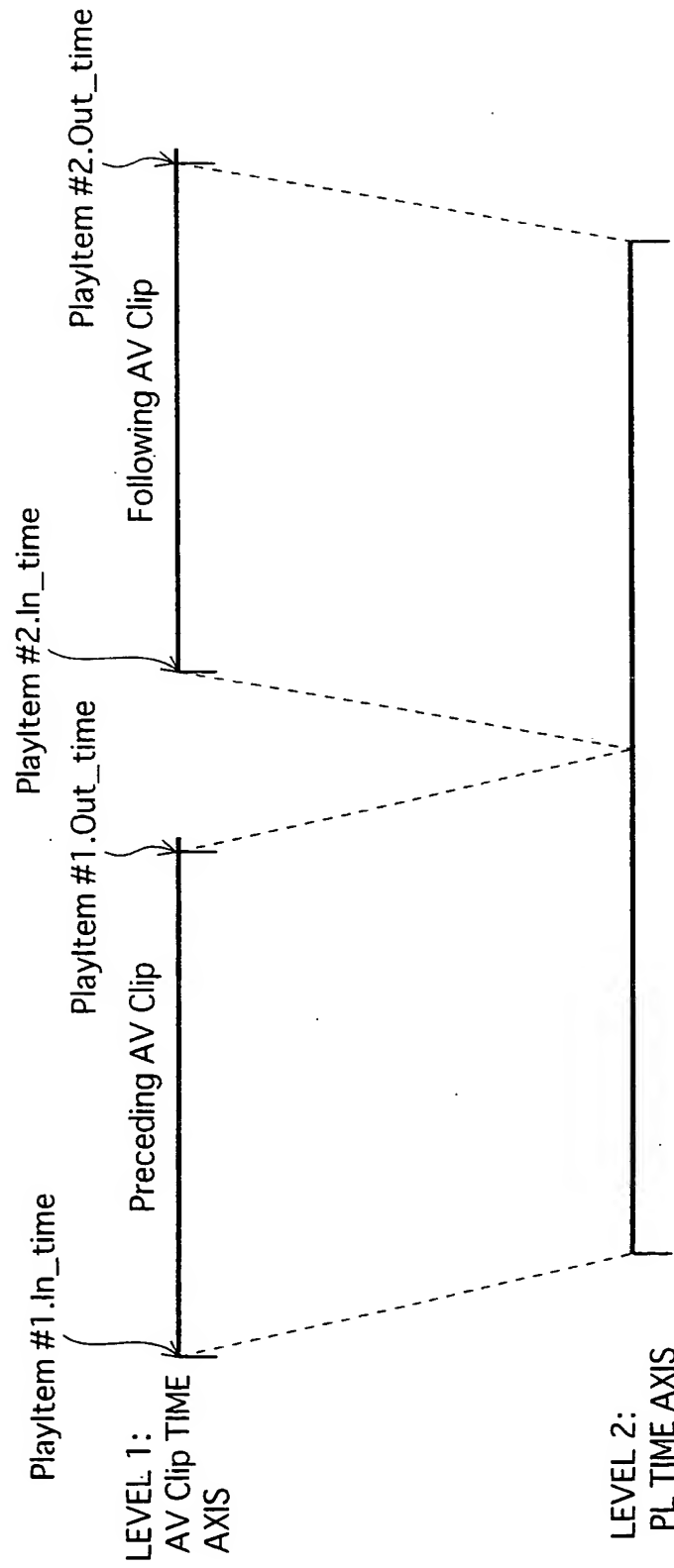
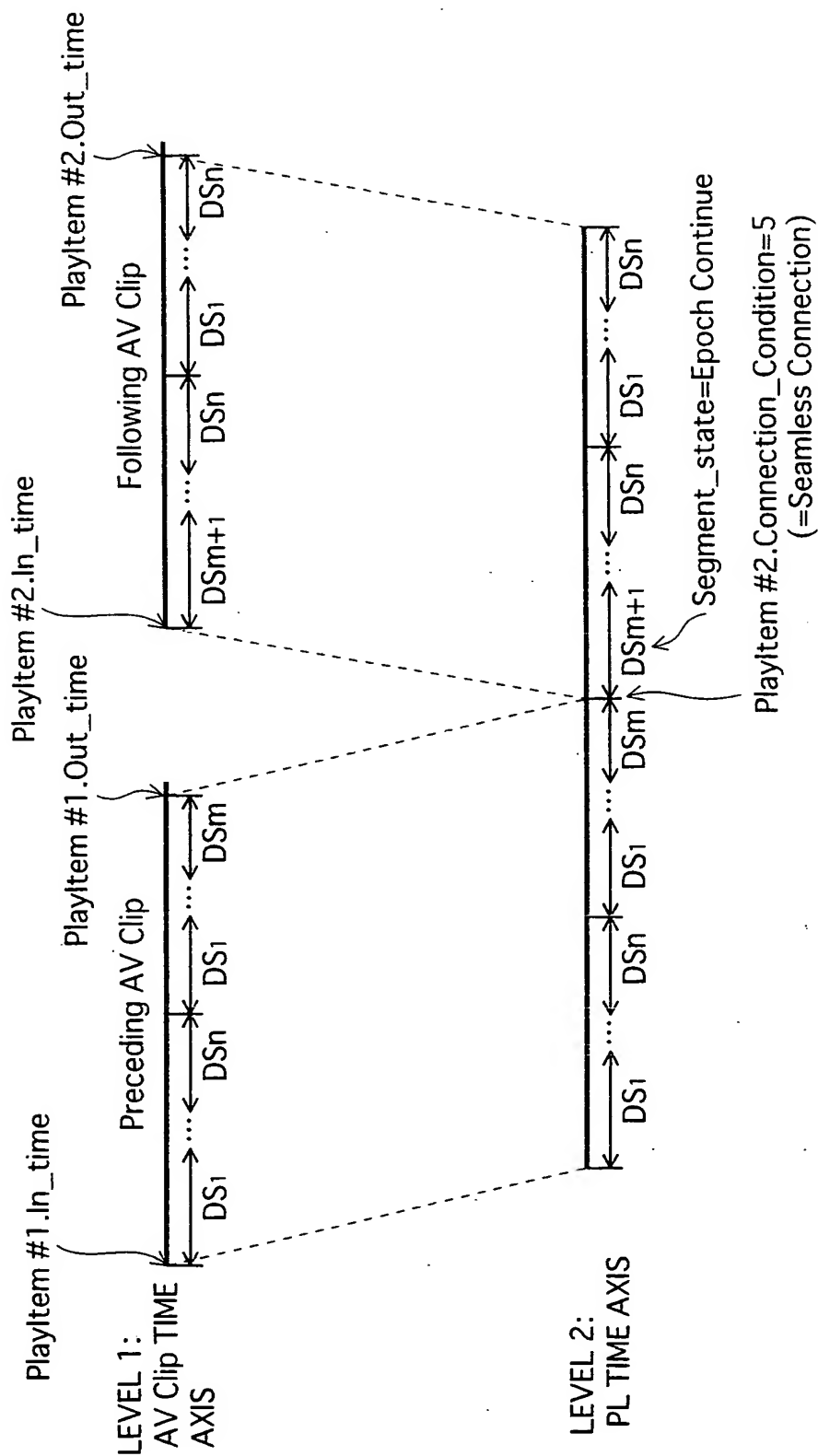


FIG.22



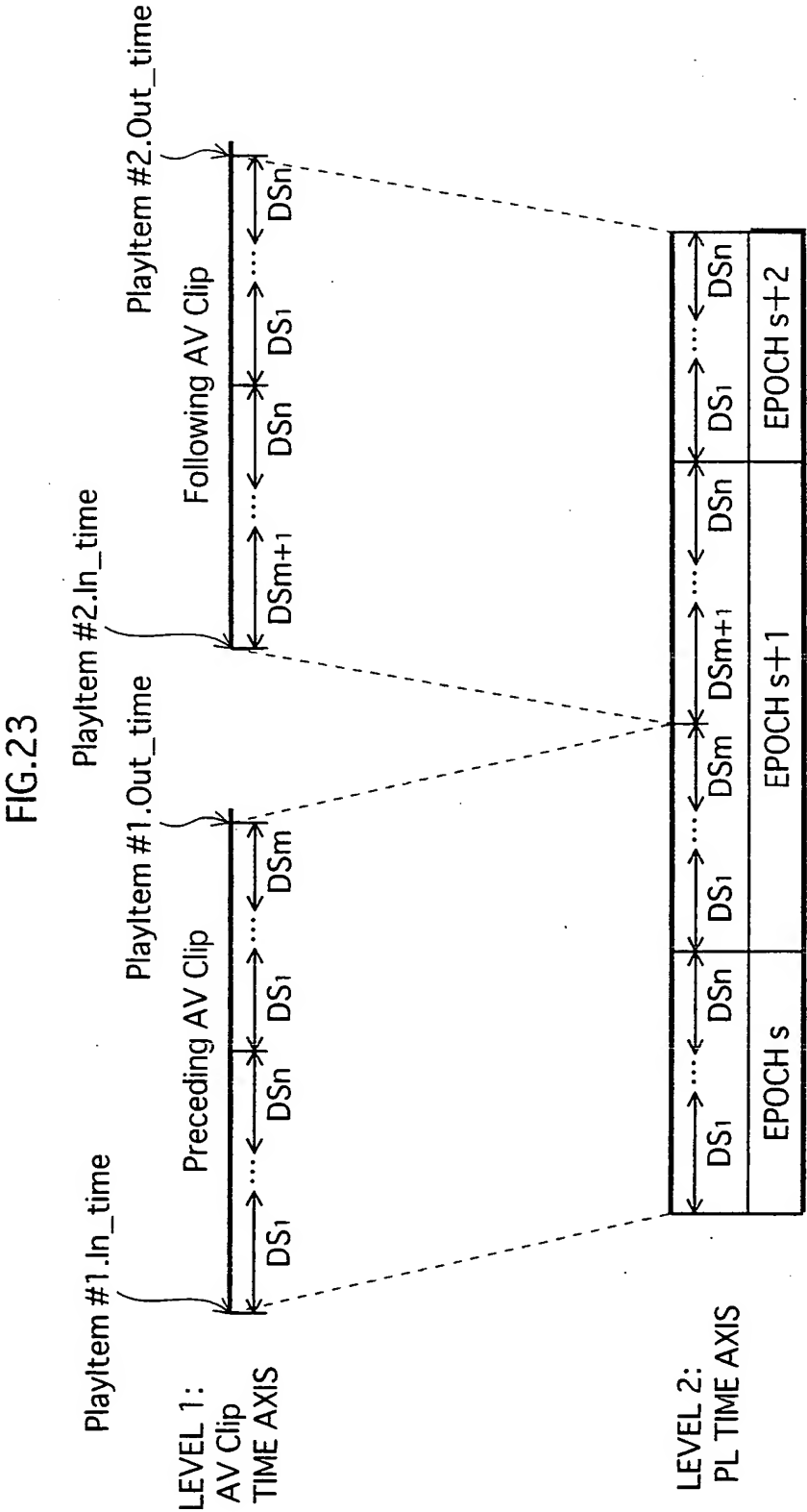


FIG.24

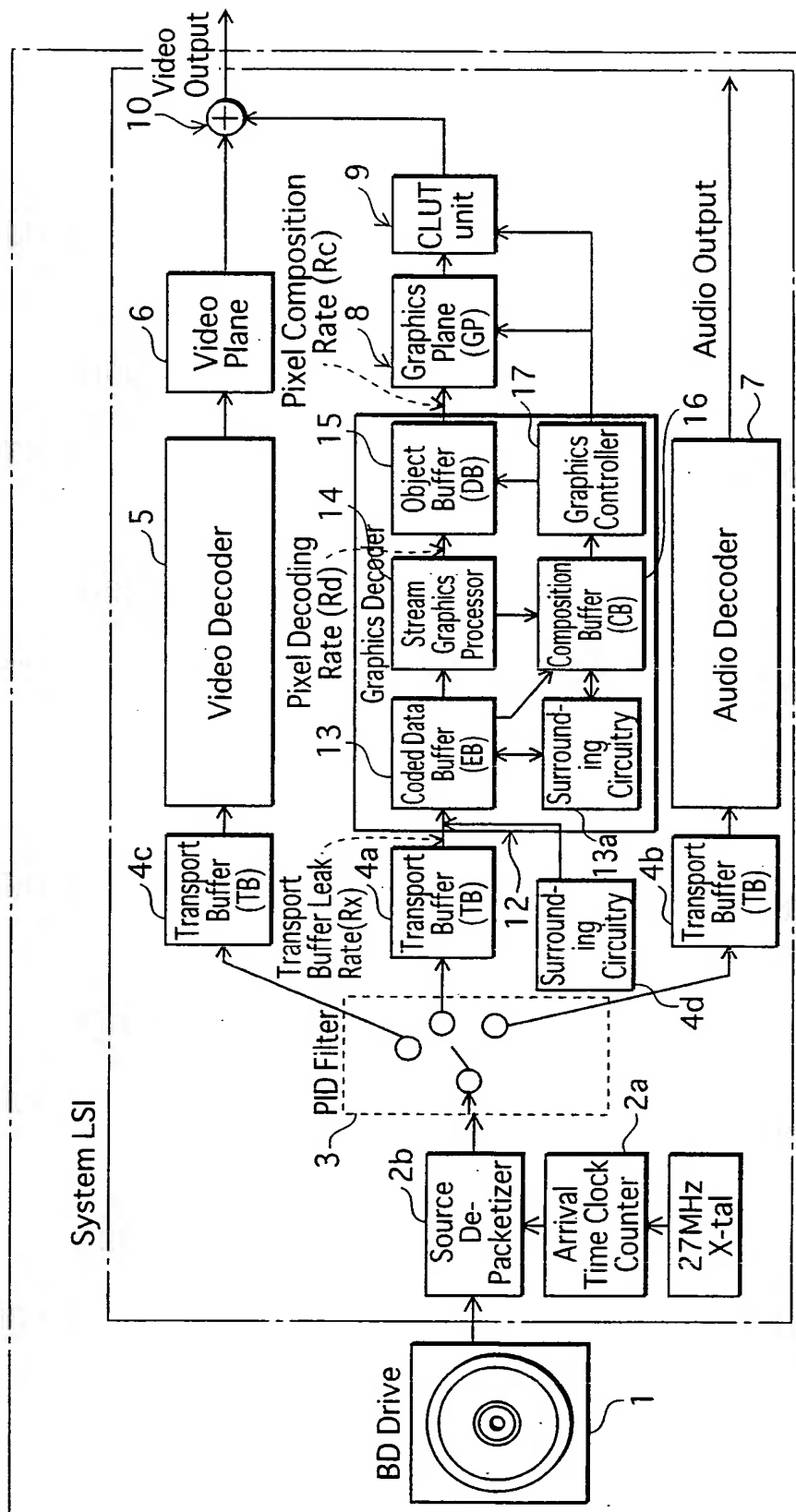
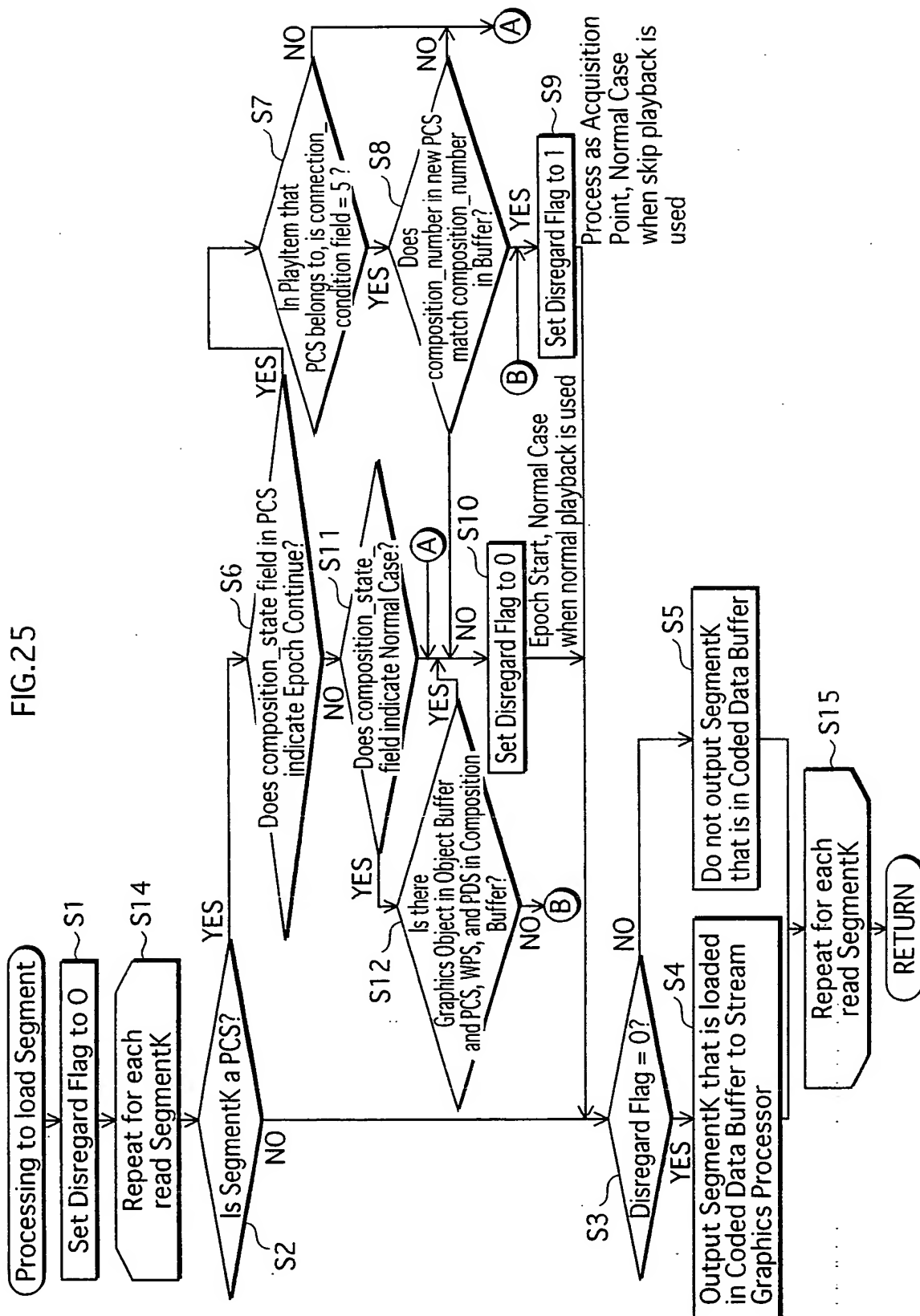
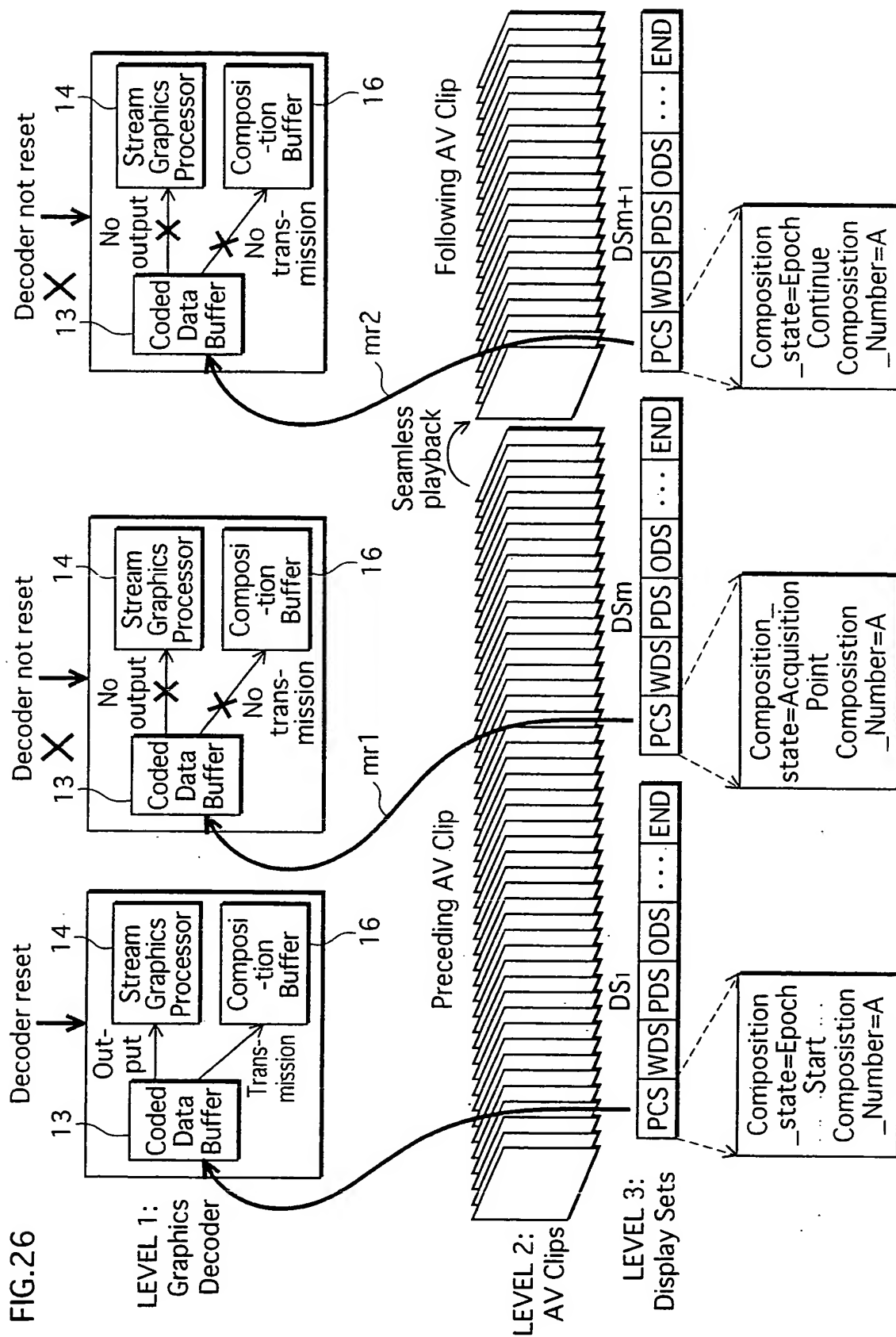




FIG.25





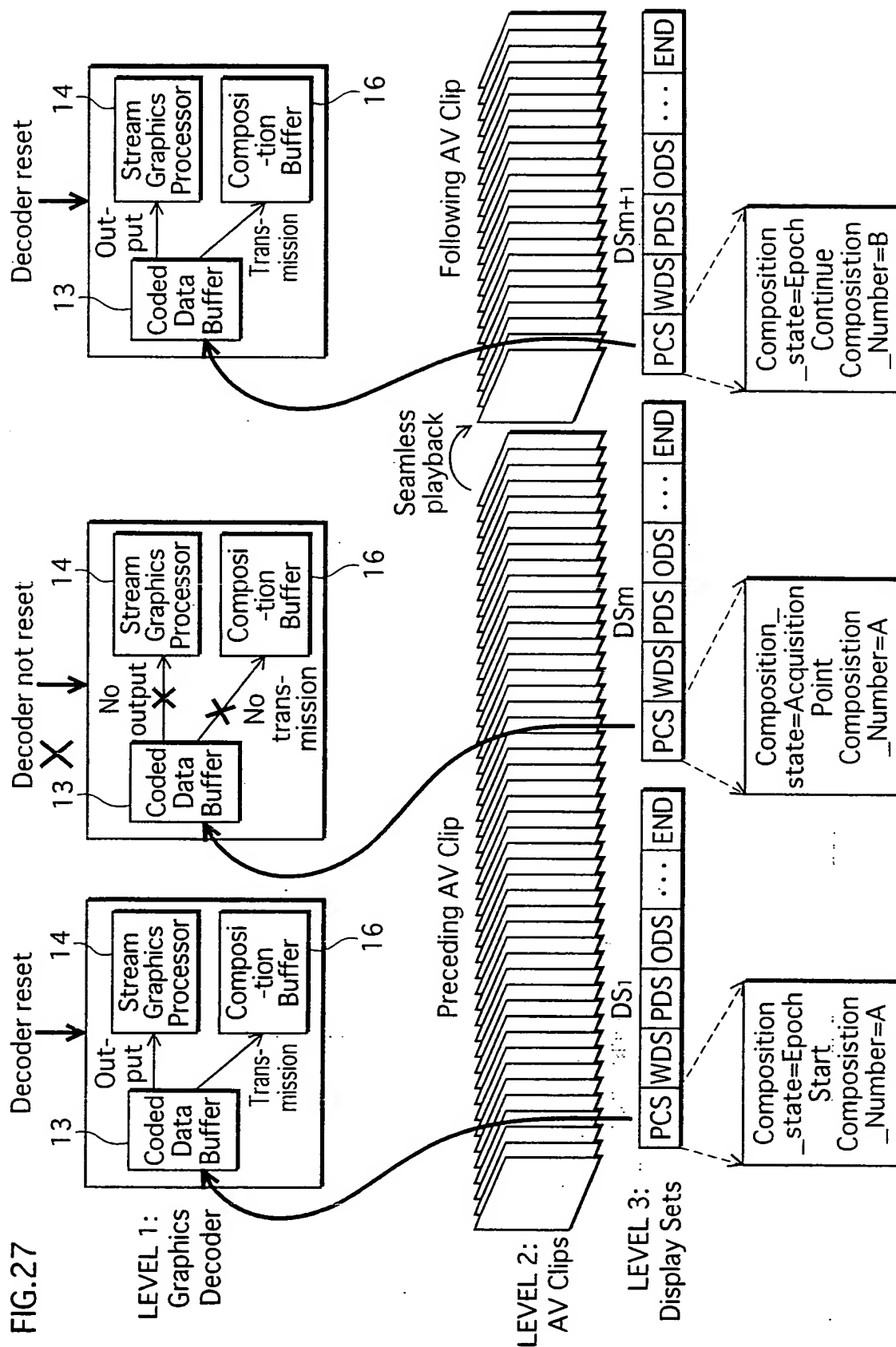
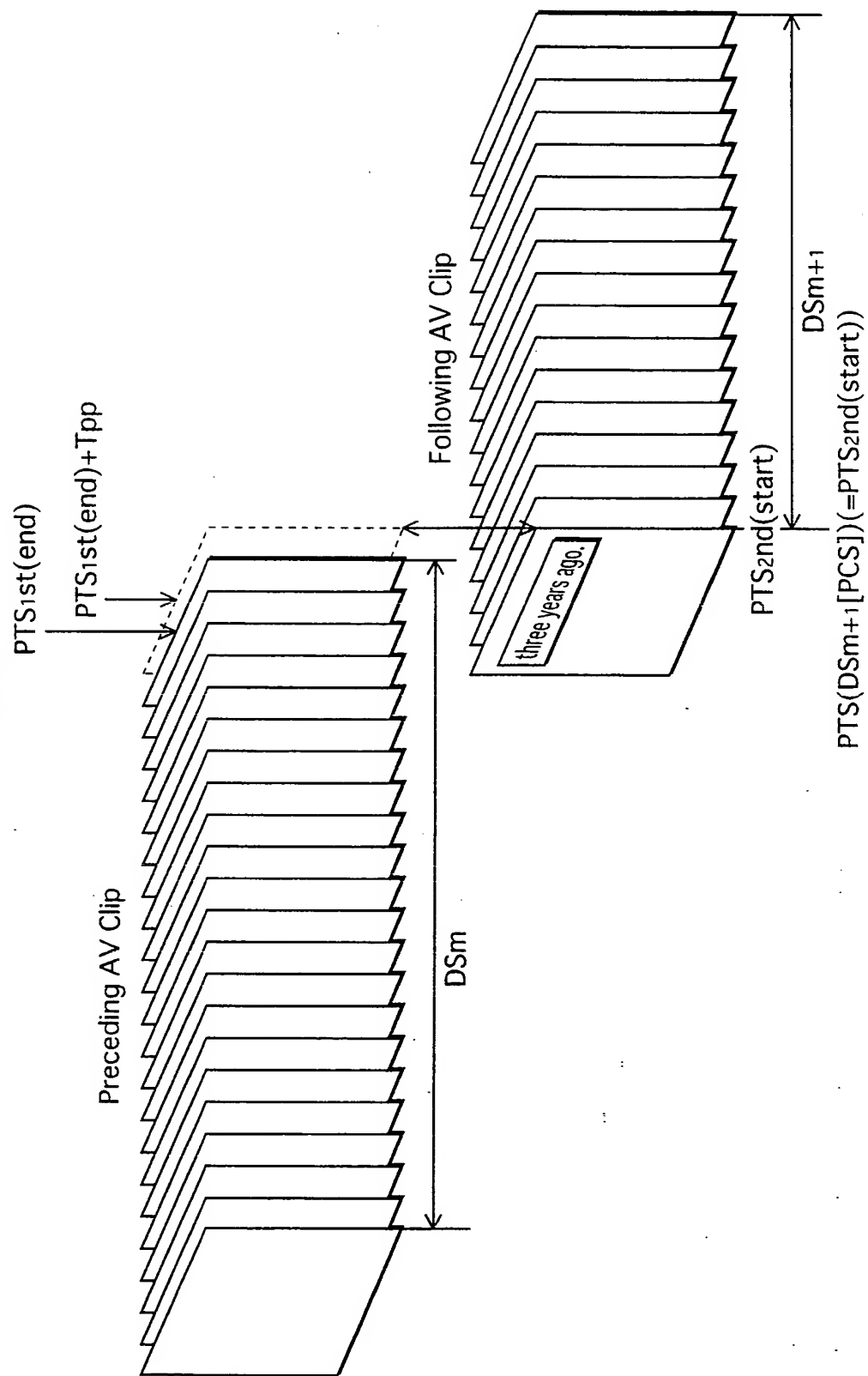


FIG.28



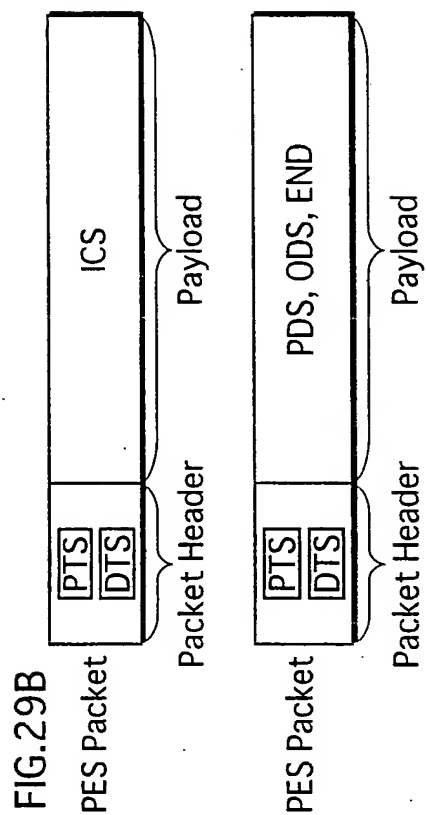
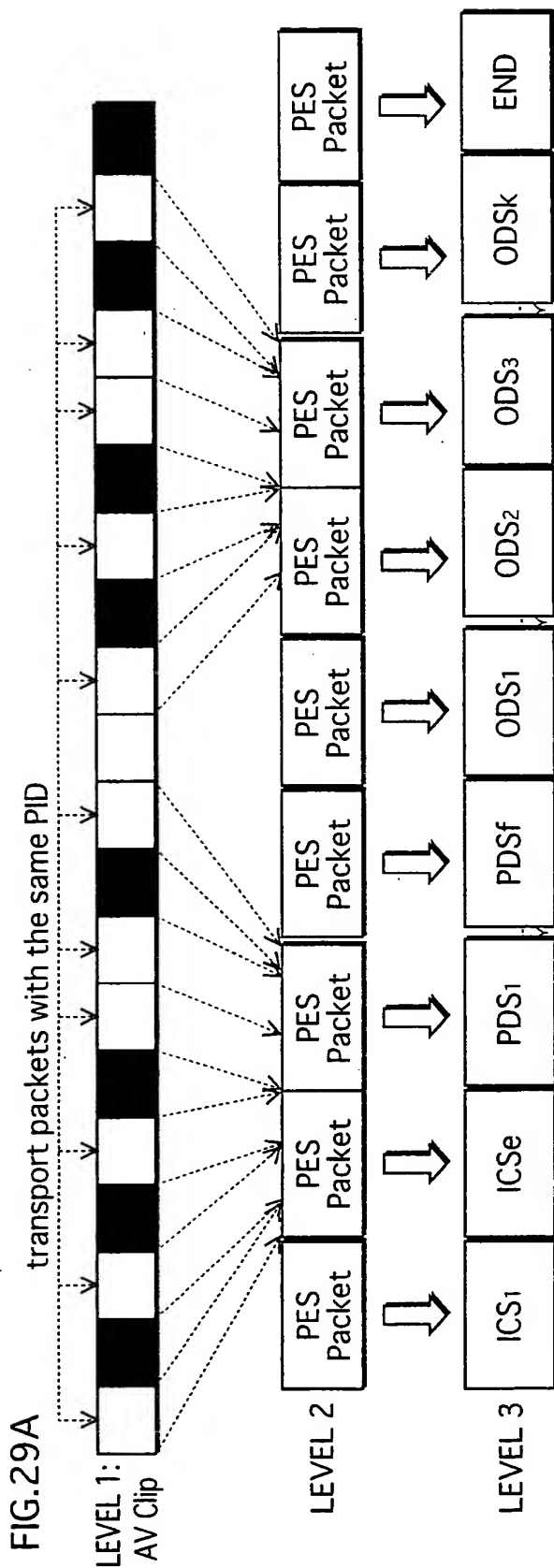


FIG.30

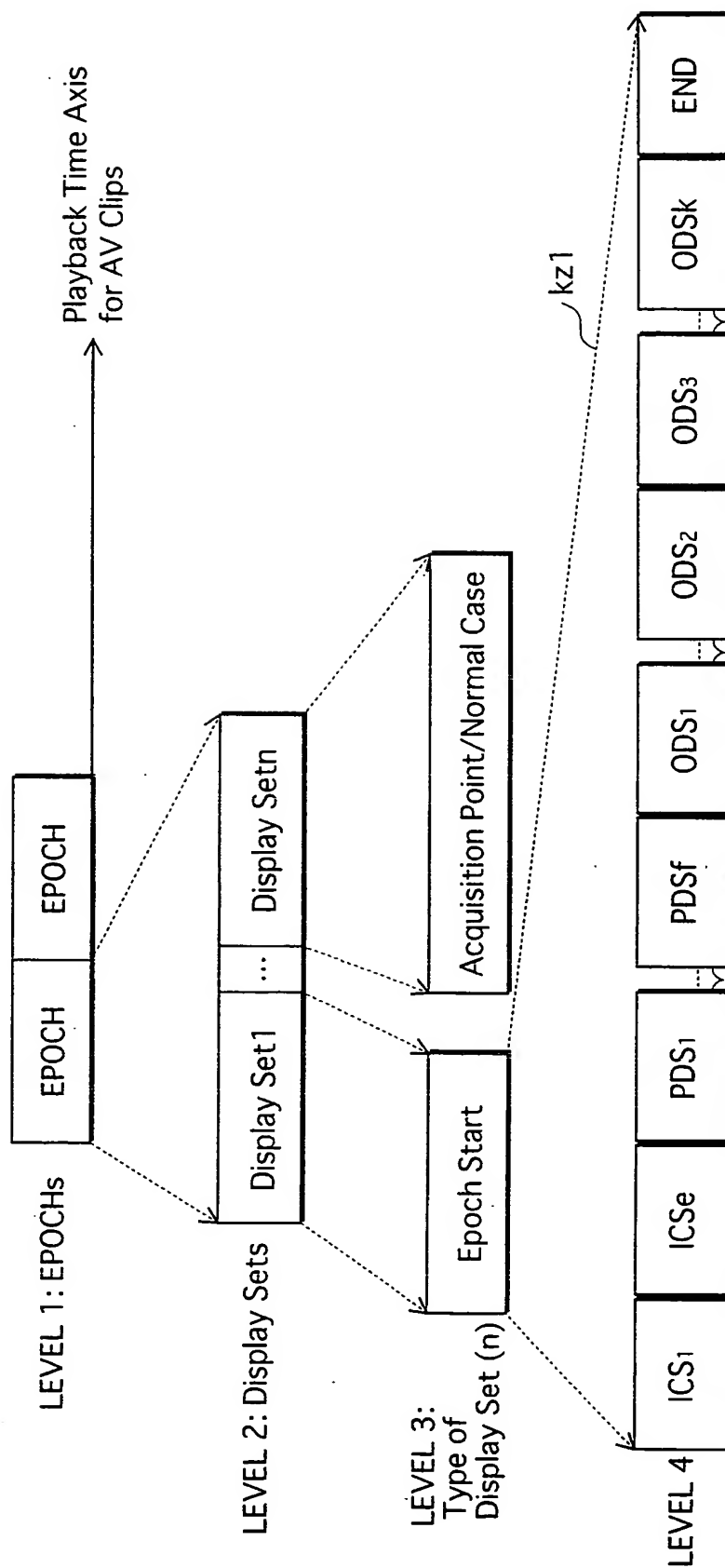


FIG.31A One-to-one correspondence

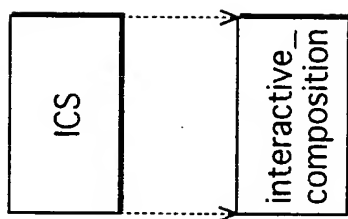


FIG.31B One-to-many correspondence

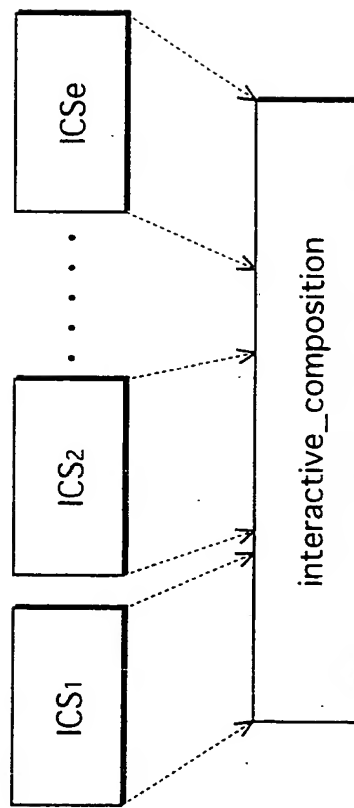


FIG.32

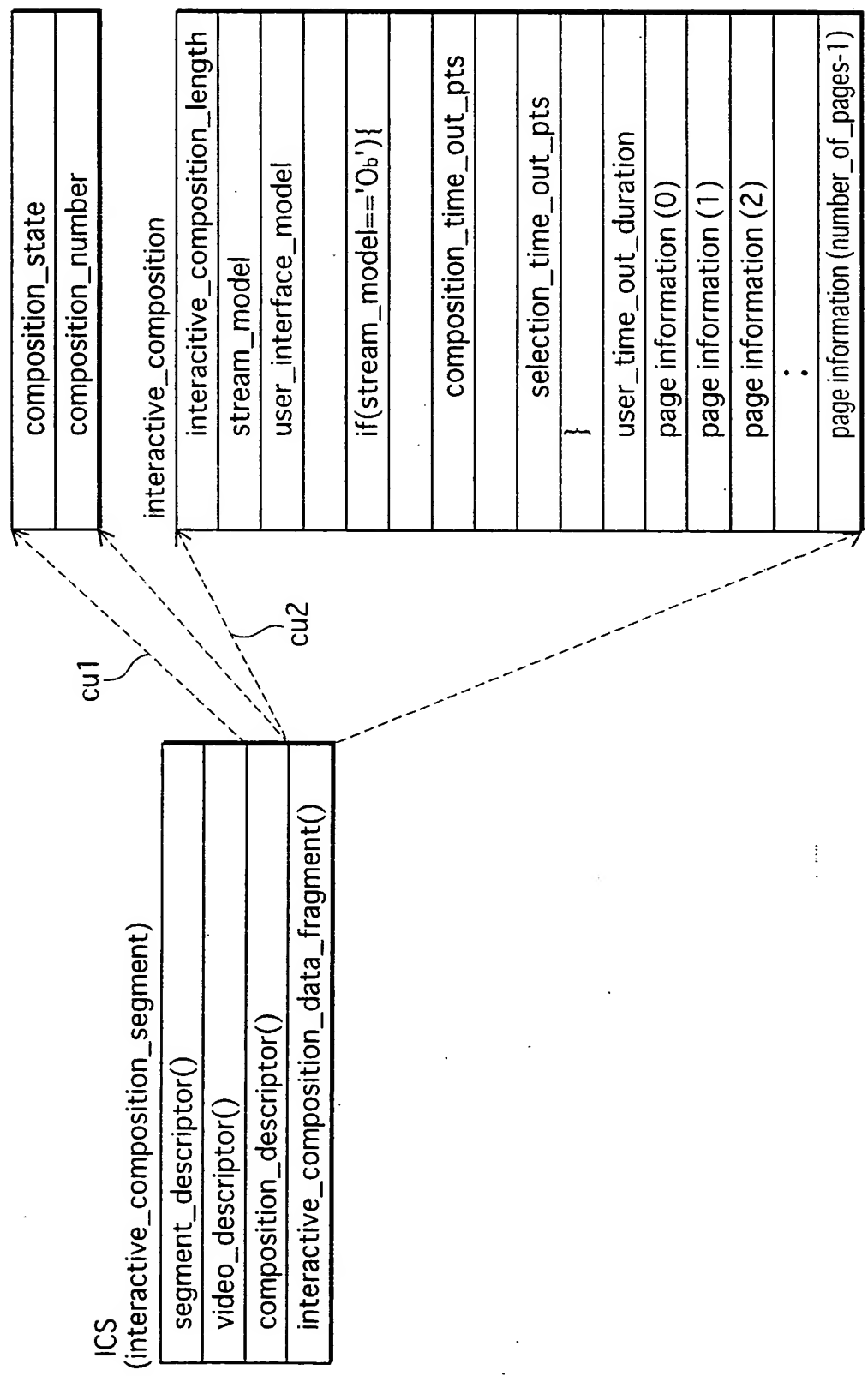


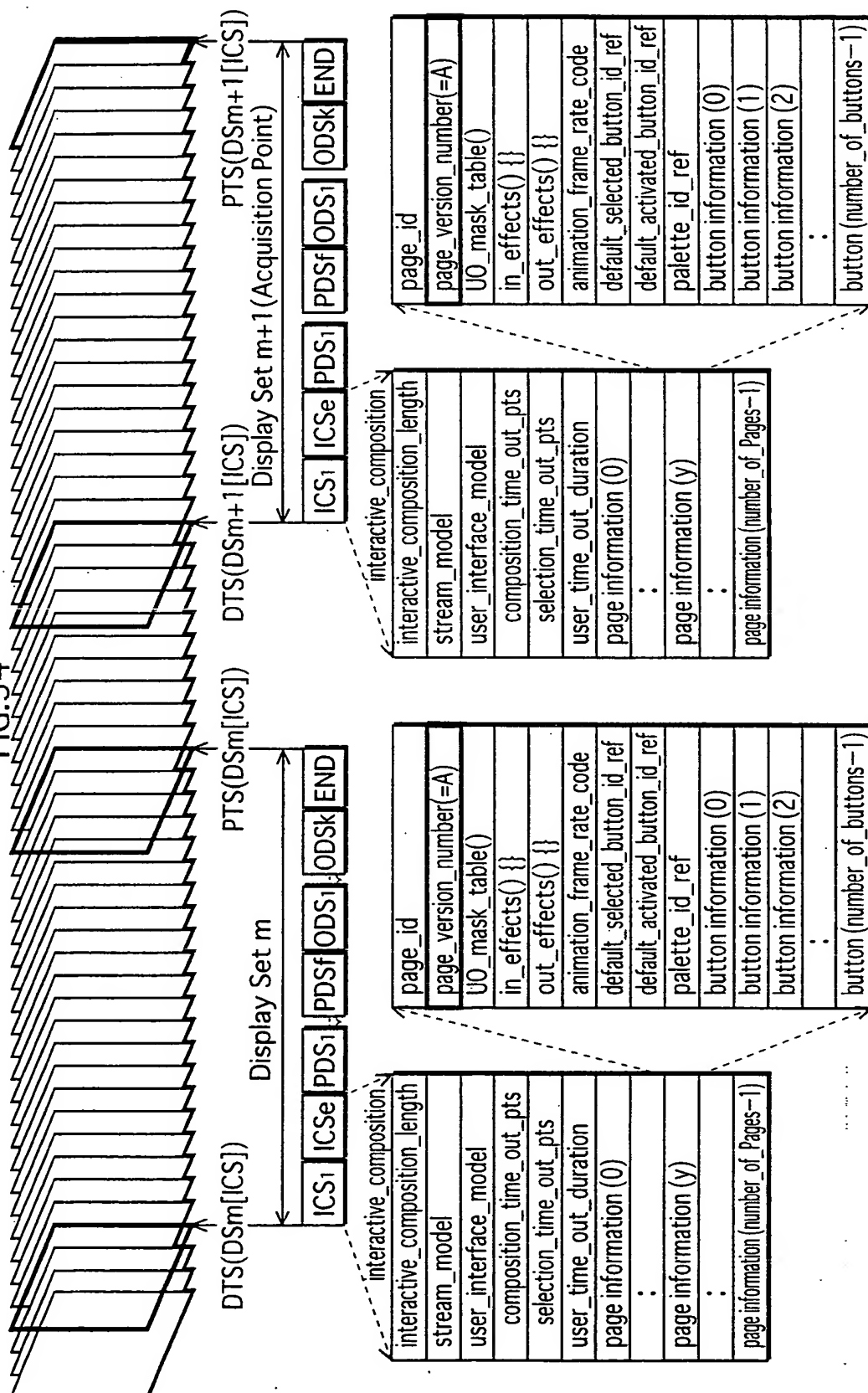


FIG.33

page()

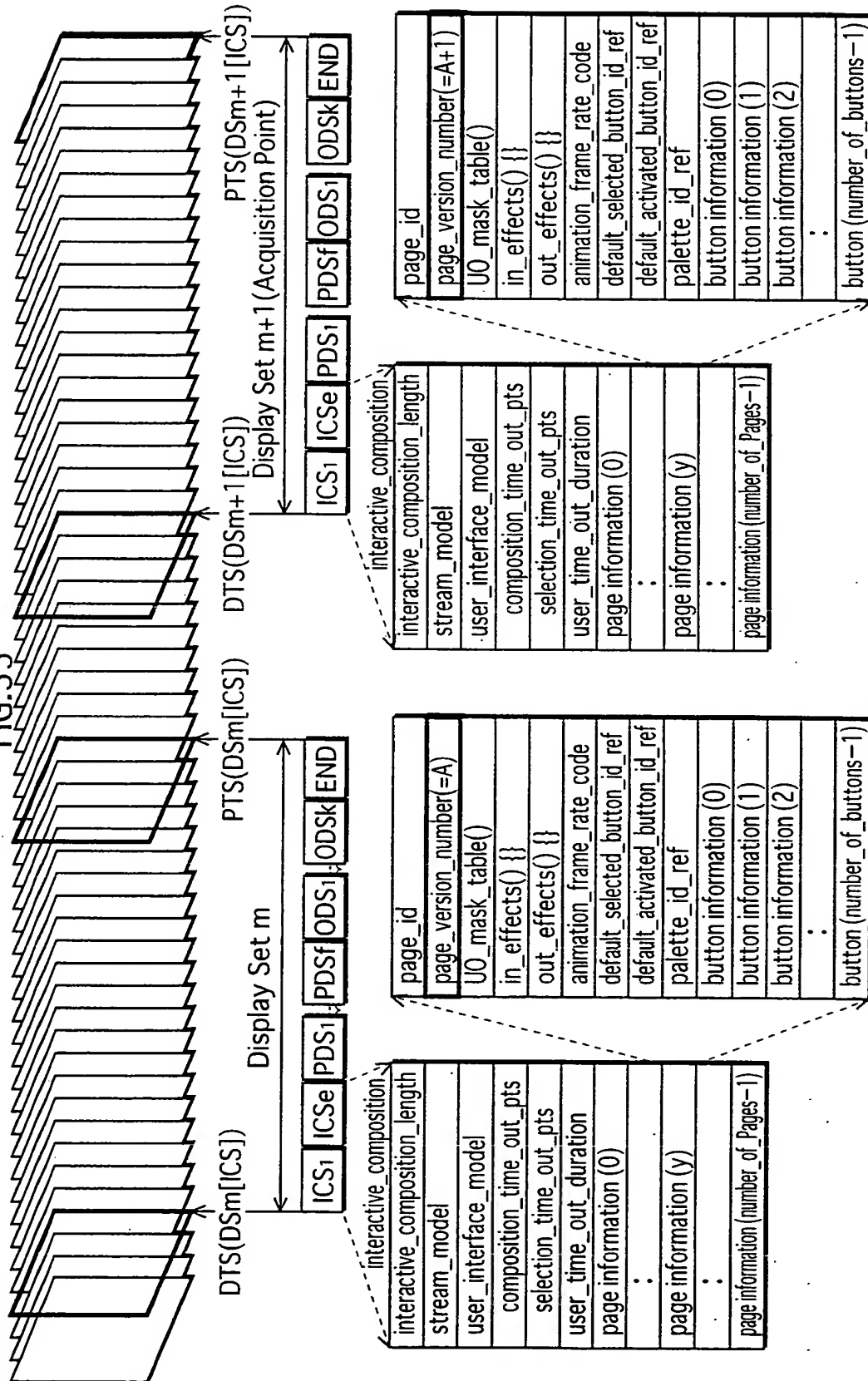
page_id	←--- i) Page identifier
page_version_number	←--- ii) Version number of content in page information data structure
UO_mask_table()	iii) Content of page information conveyed by data structure
in_effects() {	
effect_sequence()	
}	
out_effects() {	
effect_sequence()	
}	
animation_frame_rate_code	
default_selected_button_id_ref	
default_activated_button_id_ref	
palette_id_ref	
button information (0)	
button information (1)	
button information (2)	
:	
button (number_of_buttons-1)	

FIG. 34



If content of DSx+1[ICS].page(y) = content of DSm[ICS].page(y),  
then DSx+1[ICS].page(y).page\_version\_number = DSm[ICS].page(y).page\_version\_number

FIG.35



If content of DSm+1[ICS].page(y) ≠ content of DSm[ICS].page(y),  
then DSm+1[ICS].page\_version\_number = DSm[ICS].page(y).page\_version\_number + 1

FIG.36

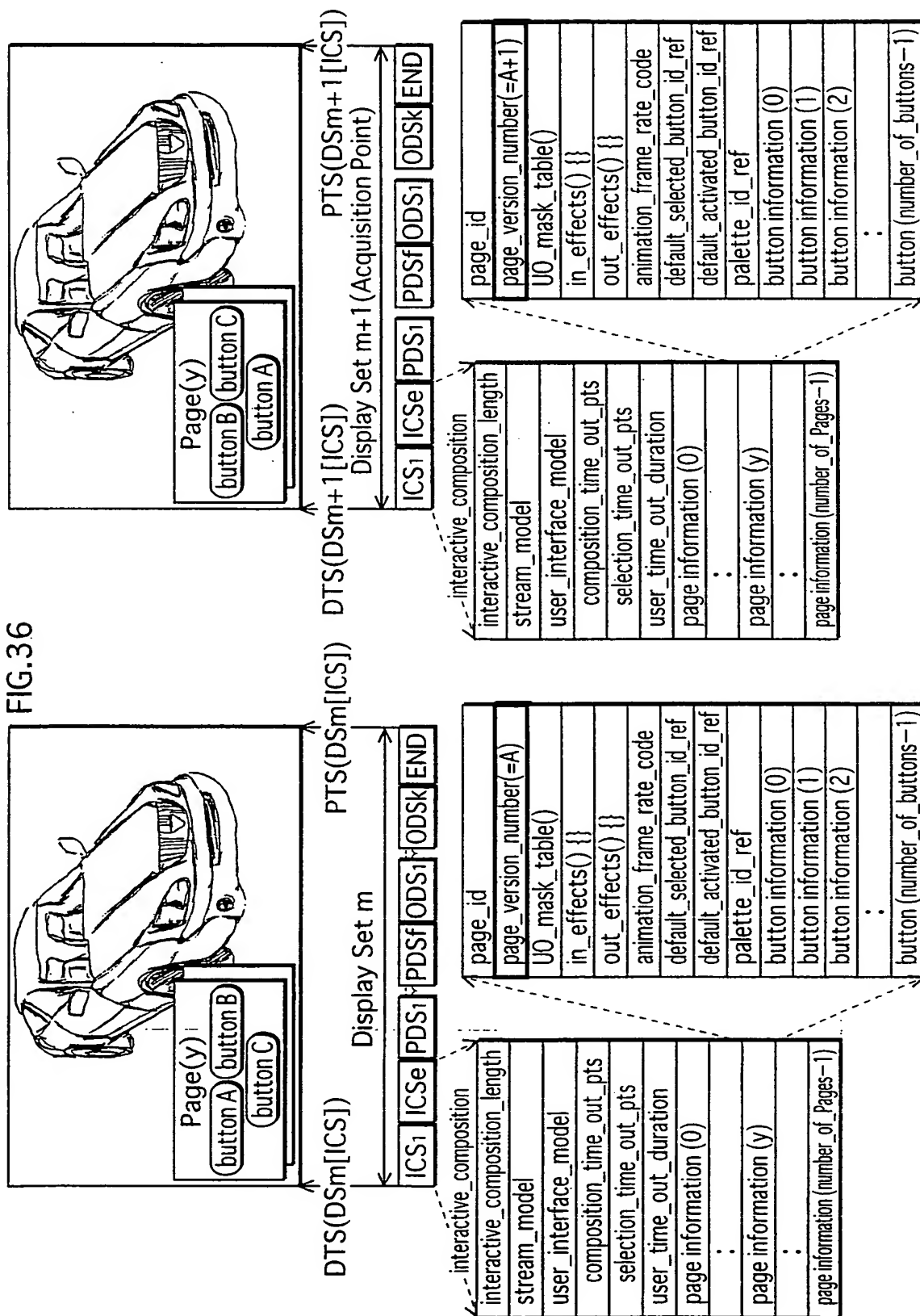


FIG. 37

